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SEARCH REQUEST FORM

Scientific and Technical Information Center

Requester's Full Name: Qamrun Nahar Examiner #: 79621 Date: 1/23/04
 Art Unit: 21241 Phone Number 305-7699 Serial Number: 09/747824
 Mail Box and Bldg/Rm Location: PK2-5B46 Results Format Preferred (circle): PAPER DISK E-MAIL

If more than one search is submitted, please prioritize searches in order of need.

Please provide a detailed statement of the search topic, and describe as specifically as possible the subject matter to be searched. Include the elected species or structures, keywords, synonyms, acronyms, and registry numbers, and combine with the concept or utility of the invention. Define any terms that may have a special meaning. Give examples or relevant citations, authors, etc, if known. Please attach a copy of the cover sheet, pertinent claims, and abstract.

Title of Invention: Assembly Language Code Compilation for an instruction-set architecture containing new instructions using the prior assembler
 Inventors (please provide full names): John Simuns

Earliest Priority Filing Date: 12/22/00

For Sequence Searches Only Please include all pertinent information (parent, child, divisional, or issued patent numbers) along with the appropriate serial number.

Assignee: Hitachi America, Ltd.

Invention Name: "Spout Assembler"

I need conference papers by this Assignee
 and Inventor regarding an invention
 called "Spout. Assembler" between the
dates 1994 to 2000.

Goal: I need high-level information /documentation.
 I need documentation that this invention
 was made public. ~~See~~ See the
 attached "Statement of Facts" submitted
 by Applicant.

STAFF USE ONLY		Type of Search	Vendors and cost where applicable
Searcher:	<u>Terese Estepfield</u>	RA Sequence (#)	STN _____
Searcher Phone #:	<u>308-7795</u>	AA Sequence (#)	Dialog _____
Searcher Location:	<u>4B30</u>	Structure (#)	Questel/Orbit _____
Date Searcher Picked Up:	<u>1/29/04 9:48 AM</u>	Bibliographic	Dr.Link _____
Date Completed:	<u>1/29/04 3:36 PM</u>	Patent litigation	Lexis/Nexis _____
Searcher Prep & Review Time:		Fulltext	Sequence Systems _____
Clerical Prep Time:		Patent Family	WWW/Internet _____
Online Time:		Other	Other (specify) _____



STIC Search Report

EIC 2100

STIC Database Tracking Number: 112930

TO: Qamrun Nahar
Location: 5B46
Art Unit : 2124
Thursday, January 29, 2004

Case Serial Number: 09747824

From: Terese Esterheld
Location: EIC 2100
PK2-4B30
Phone: 308-7795

Terese.esterheld@uspto.gov

Search Notes

Dear Examiner Nahar,

Attached, please find the results of your search request for application 09747824. I have concentrated on finding information on the inventor or Hitachi and Spoof Assembler. Also searched Spoof Assembler.

Since, I did not find anything, I did an inventor search in the Foreign Patents. There I found two versions of the application. Also located additional information in order to prepare an additional search strategy. I did find a few hits that may be of value to you.

Look over the complete set of hits as there items not marked that may also be of help.

Please let me if you need additional information on this search.

Thank you for coming to EIC 2100.

Terese Esterheld

Set	Items	Description
S1	176	AU=(SIMONS, J? OR SIMONS J?)
S2	16	S1 AND IC=G06F?
S3	1	S1 AND ASSEMBLY() LANGUAGE
S4	16	S2 OR S3
File 347:	JAPIO Oct 1976-2003/Sep	(Updated 040105)
	(c) 2004 JPO & JAPIO	
File 348:	EUROPEAN PATENTS 1978-2004/Jan	W04
	(c) 2004 European Patent Office	
File 349:	PCT FULLTEXT 1979-2002/UB=20040122,UT=20040115	
	(c) 2004 WIPO/Univentio	
File 350:	Derwent WPIX 1963-2004/UD,UM	&UP=200407
	(c) 2004 Thomson Derwent	

4/5/1 (Item 1 from file: 347)
DIALOG(R) File 347:JAPIO
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07328449 **Image available**
METHOD FOR COMPILING **ASSEMBLY LANGUAGE** CODE FOR INSTRUCTION SET
ARCHITECTURE INCLUDING NEW INSTRUCTION USING CONVENTIONAL ASSEMBLER

PUB. NO.: 2002-196937 [JP 2002196937 A]
PUBLISHED: July 12, 2002 (20020712)
INVENTOR(s): **SIMONS JOHN**
APPLICANT(s): HITACHI LTD
APPL. NO.: 2001-328956 [JP 20011328956]
FILED: October 26, 2001 (20011026)
PRIORITY: 00 747824 [US 2000747824], US (United States of America),
December 22, 2000 (20001222)
INTL CLASS: **G06F-009/45**

ABSTRACT

PROBLEM TO BE SOLVED: To provide a simple and effective method for compiling an instruction of a new **assembly language** instruction set architecture using a previous assembler.

SOLUTION: An assembler expansion instruction set architecture ISA is formed from the newest ISA to which a new instruction is added. The assembly of a source code output in hybrid of present and new **assembly language** instructions is attained by preprocessing of the source code in order to generate a temporary file 46 including a previous instruction 40a and data designation 41 to each of new assembly instructions having object code equivalence of the new instruction 40b as a data independent function. Thereafter, the temporary file 46 is used for the previous assembler 40a in order to generate object codes corresponding to each of the previous **assembly language** instructions. Resultantly, an executable machine language program for the new ISA is generated after linking.

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4/5/7 (Item 1 from file: 350)
DIALOG(R) File 350:Derwent WPIX
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015692813 **Image available**

WPI Acc No: 2003-755002/200371

XRPX Acc No: N03-604956

Source code conversion in e.g. microcomputer, involves applying instructions of temporary file to assembler to produce object code corresponding to old instructions, and data forming object code for new instructions

Patent Assignee: HITACHI LTD (HITA); HITACHI AMERICA LTD (HITA)

Inventor: SIMONS J

Number of Countries: 002 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 20020083421	A1	20020627	US 2000747824	A	20001222	200371 B
JP 2002196937	A	20020712	JP 2001328956	A	20011026	200371

Priority Applications (No Type Date): US 2000747824 A 20001222

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 20020083421	A1	8		G06F-009/45	
JP 2002196937	A	7		G06F-009/45	

Abstract (Basic): US 20020083421 A1

NOVELTY - The method involves copying several instructions to a temporary file (46). The instructions of the temporary file are applied to an assembler to produce an object code corresponding to the old instructions (40a, 40b), and a data forming object code for new instructions.

DETAILED DESCRIPTION - An INDEPENDENT CLAIM is also included for a source code assembling method.

USE - For converting source code to object code in microcomputers and microprocessors.

ADVANTAGE - Enables assembling code for new instruction-set architecture (ISA) using older assembler such that development of extended ISA can continue concomitant with the development of new assembler.

DESCRIPTION OF DRAWING(S) - The figure shows a schematic view explaining source code conversion.

- source file (40)
- old assembly instructions (40a, 40b)
- preprocessor (42)
- temporary source code file (46)
- object file (50)
- new processor (58)
- pp; 8 DwgNo 3/4

Title Terms: SOURCE; CODE; CONVERT; MICROCOMPUTER; APPLY; INSTRUCTION; TEMPORARY; FILE; ASSEMBLE; PRODUCE; OBJECT; CODE; CORRESPOND; INSTRUCTION ; DATA; FORMING; OBJECT; CODE; NEW; INSTRUCTION

Derwent Class: T01

International Patent Class (Main): G06F-009/45

File Segment: EPI

4/5/14 (Item 8 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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011025664 **Image available**

WPI Acc No: 1997-003588/199701

XRPX Acc No: N97-003171

Automatic debugging command file formation for computer system - by re-assembling corrected source program counter which includes implanting debugging command at new opposed-position in automatically generating new command file with new brake point command

Patent Assignee: HITACHI LTD (HITA); HITACHI AMERICA LTD (HITA)

Inventor: SHRIDHAR A; SIMONS J

Number of Countries: 002 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
JP 8272648	A	19961018	JP 95285382	A	19951101	199701 B
US 5815714	A	19980929	US 94366050	A	19941229	199846
			US 97839229	A	19970421	

Priority Applications (No Type Date): US 94366050 A 19941229; US 97839229 A 19970421

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
JP 8272648	A	13		G06F-011/28	
US 5815714	A			G06F-009/45	Cont of application US 94366050

Abstract (Basic): JP 8272648 A

The method involves embedding one debugging command to one line of a source program counter. A brake point command is formed corresp. to each extracted implanting debugging command. A command file is generated by writing the brake point command and the debugging command to a debugging command file. An object code is formed from the source program command which is retouched by removing the brake point command and the implanting debugging command from the debugging command file.

A new command file which includes the new brake point command corresp. to the implanting debugging command, is generated. The implanting debugging command is in a new opposed-position on the source program counter during re-assembling of the corrected source program counter.

ADVANTAGE - Enables automatic formation of debugging command file utilised by debugger during simulation execution of object code drawn from source program counter.

Dwg.2/8

Title Terms: AUTOMATIC; DEBUG; COMMAND; FILE; FORMATION; COMPUTER; SYSTEM; ASSEMBLE; CORRECT; SOURCE; PROGRAM; COUNTER; IMPLANT; DEBUG; COMMAND; NEW; ; OPPOSED; POSITION; AUTOMATIC; GENERATE; NEW; COMMAND; FILE; NEW; BRAKE; POINT; COMMAND

Derwent Class: T01

International Patent Class (Main): G06F-009/45 ; G06F-011/28

File Segment: EPI

Set	Items	Description
S1	2939	AU=(SIMONS, J? OR SIMONS J?)
S2	2633	S1 NOT PY>2000
S3	882	S2 NOT PY<1994
S4	0	S3 AND (ASSEMBLER? OR LINKER? OR COMPILER? OR LANGUAGE() PR-OCESSOR?)
S5	1	S3 AND (OBJECT OR MACHINE() (CODE OR CODES) OR ASSEMBLY() LA-NGLAGE() SOURCE() CODE OR ASSEMBLY() LANGUAGE() INSTRUCTION)
S6	2	S3 AND (SOURCE() (CODE OR CODES) OR STATEMENT? OR ASSERTION? OR DECLARATION? OR INSTRUCTION?)
S7	27	S3 AND (PROCESSOR? OR MICROPROCESSOR? OR COMPUTER? OR MICR-OCOMPUTER? OR (CENTRAL() PROCESSING OR CONTROL OR MICRO?) ()(PR-OCESSOR? OR COMPUTER? OR UNIT? OR DEVICE?) OR DATA()COLLECTIO-N()DEVICE?)
S8	0	S3 AND SPOOF(2N)ASSEMBLER?
File	2:INSPEC 1969-2004/Jan W3	
		(c) 2004 Institution of Electrical Engineers
File	6:NTIS 1964-2004/Jan W4	
		(c) 2004 NTIS, Intl Copyrght All Rights Res
File	8:Ei Compendex(R) 1970-2004/Jan W3	
		(c) 2004 Elsevier Eng. Info. Inc.
File	34:SciSearch(R) Cited Ref Sci 1990-2004/Jan W4	
		(c) 2004 Inst for Sci Info
File	35:Dissertation Abs Online 1861-2004/Dec	
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File	65:Inside Conferences 1993-2004/Jan W4	
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File	92:IHS Intl.Stds.& Specs. 1999/Nov	
		(c) 1999 Information Handling Services
File	94:JICST-EPlus 1985-2004/Jan W3	
		(c)2004 Japan Science and Tech Corp(JST)
File	95:TEME-Technology & Management 1989-2004/Jan W2	
		(c) 2004 FIZ TECHNIK
File	99:Wilson Appl. Sci & Tech Abs 1983-2004/Dec	
		(c) 2004 The HW Wilson Co.
File	103:Energy SciTec 1974-2004/Jan B1	
		(c) 2004 Contains copyrighted material
File	144:Pascal 1973-2004/Jan W3	
		(c) 2004 INIST/CNRS
File	202:Info. Sci. & Tech. Abs. 1966-2004/Jan 20	
		(c) 2004 EBSCO Publishing
File	233:Internet & Personal Comp. Abs. 1981-2003/Sep	
		(c) 2003 EBSCO Pub.
File	239:Mathsci 1940-2003/Feb	
		(c) 2003 American Mathematical Society
File	275:Gale Group Computer DB(TM) 1983-2004/Jan 29	
		(c) 2004 The Gale Group
File	434:SciSearch(R) Cited Ref Sci 1974-1989/Dec	
		(c) 1998 Inst for Sci Info
File	647:CM Computer Fulltext 1988-2004/Jan W3	
		(c) 2004 CMP Media, LLC
File	674:Computer News Fulltext 1989-2004/Jan W4	
		(c) 2004 IDG Communications
File	696:DIALOG Telecom. Newsletters 1995-2004/Jan 15	
		(c) 2004 The Dialog Corp.

Set	Items	Description
S1	2939	AU=(SIMONS, J? OR SIMONS J?)
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S3	882	S2 NOT PY<1994
S4	0	S3 AND (ASSEMBLER? OR LINKER? OR COMPILER? OR LANGUAGE() PR-OCESSOR?)
S5	1	S3 AND (OBJECT OR MACHINE() (CODE OR CODES) OR ASSEMBLY() LA-NGUAGE() SOURCE() CODE OR ASSEMBLY() LANGUAGE() INSTRUCTION)
S6	2	S3 AND (SOURCE() (CODE OR CODES) OR STATEMENT? OR ASSERTION? OR DECLARATION? OR INSTRUCTION?)
S7	27	S3 AND (PROCESSOR? OR MICROPROCESSOR? OR COMPUTER? OR MICR-OCOMPUTER? OR (CENTRAL() PROCESSING OR CONTROL OR MICRO?)() (PR-OCESSOR? OR COMPUTER? OR UNIT? OR DEVICE?) OR DATA() COLLECTIO-N() DEVICE?)
S8	0	S3 AND SPOOF(2N)ASSEMBLER?
S9	2260	HITACHI()AMERICA
S10	0	S9 AND SPOOF(2N)ASSEMBLER?
File	2:INSPEC 1969-2004/Jan W3	
		(c) 2004 Institution of Electrical Engineers
File	6:NTIS 1964-2004/Jan W4	
		(c) 2004 NTIS, Intl Cpyrgh All Rights Res
File	8:Ei Compendex(R) 1970-2004/Jan W3	
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File	34:SciSearch(R) Cited Ref Sci 1990-2004/Jan W4	
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File	35:Dissertation Abs Online 1861-2004/Dec	
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File	92:IHS Intl.Stds.& Specs. 1999/Nov	
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File	94:JICST-EPlus 1985-2004/Jan W3	
		(c) 2004 Japan Science and Tech Corp(JST)
File	95:TEME-Technology & Management 1989-2004/Jan W2	
		(c) 2004 FIZ TECHNIK
File	99:Wilson Appl. Sci & Tech Abs 1983-2004/Dec	
		(c) 2004 The HW Wilson Co.
File	103:Energy SciTec 1974-2004/Jan B1	
		(c) 2004 Contains copyrighted material
File	144:Pascal 1973-2004/Jan W3	
		(c) 2004 INIST/CNRS
File	202:Info. Sci. & Tech. Abs. 1966-2004/Jan 20	
		(c) 2004 EBSCO Publishing
File	233:Internet & Personal Comp. Abs. 1981-2003/Sep	
		(c) 2003 EBSCO Pub.
File	239:Mathsci 1940-2003/Feb	
		(c) 2003 American Mathematical Society
File	275:Gale Group Computer DB(TM) 1983-2004/Jan 29	
		(c) 2004 The Gale Group
File	434:SciSearch(R) Cited Ref Sci 1974-1989/Dec	
		(c) 1998 Inst for Sci Info
File	647:CMP Computer Fulltext 1988-2004/Jan W3	
		(c) 2004 CMP Media, LLC
File	674:Computer News Fulltext 1989-2004/Jan W4	
		(c) 2004 IDG Communications
File	696:DIALOG Telecom. Newsletters 1995-2004/Jan 15	
		(c) 2004 The Dialog Corp.

Set	Items	Description
S1	1712888	PROCESSOR? OR MICROPROCESSOR? OR COMPUTER? OR MICROCOMPUTER? OR (CENTRAL() PROCESSING OR CONTROL OR MICRO?) () (PROCESSOR? OR COMPUTER? OR UNIT? OR DEVICE?) OR DATA() COLLECTION() DEVICE?
S2	155137	SOURCE() (CODE OR CODES) OR STATEMENT? OR ASSERTION? OR DECLARATION? OR INSTRUCTION?
S3	2326101	COPYING OR COPY OR COPIES OR STORE? ? OR STORING OR SAVE OR SAVING OR KEEP OR KEEPING OR PRESERV? OR MEMORY OR CACHE OR - CACHING OR CACHED OR CACHES OR BACKUP OR BACK() UP
S4	336	(TEMPORARY OR IMPERMANENT OR INTERIM OR PROVISIONAL OR SHORT() (TERM OR RANGE)) () (FILE OR FILES)
S5	9808870	APPLY OR APPLIED OR APPLIES OR USE OR USES OR USING OR UTILIZ? OR EMPLOY? OR IMPLEMENT? OR EXECUT?
S6	14352	ASSEMBLER? OR LINKER? OR COMPILER? OR LANGUAGE() PROCESSOR
S7	3434422	PRODUCE? OR GENERATE? OR REPRODUCE? OR CREATE? OR DEVELOP?
S8	2445	(OBJECT OR MACHINE) () (CODE OR CODES) OR ASSEMBLY() LANGUAGE-() SOURCE() CODE OR ASSEMBLY() LANGUAGE() INSTRUCTION OR ISA
S9	24	S2 AND S3 AND S4
S10	4	S2 AND S4 AND S5 AND S6
S11	314	S6 AND S7 AND S8
S12	2	S9 AND S11
S13	33	S2 AND S4
S14	3	S13 AND S8
S15	25	S9 OR S10 OR S12 OR S14
S16	23	S15 AND IC=G06F?
S17	2	S15 AND MC=T01-F05A
S18	23	S16 OR S17

File 347:JAPIO Oct 1976-2003/Sep (Updated 040105)

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File 350:Derwent WPIX 1963-2004/UD,UM &UP=200407

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07328449 **Image available**
METHOD FOR COMPILING ASSEMBLY LANGUAGE CODE FOR INSTRUCTION SET
ARCHITECTURE INCLUDING NEW INSTRUCTION USING CONVENTIONAL ASSEMBLER

PUB. NO.: 2002-196937 [JP 2002196937 A]
PUBLISHED: July 12, 2002 (20020712)
INVENTOR(s): SIMONS JOHN
APPLICANT(s): HITACHI LTD
APPL. NO.: 2001-328956 [JP 20011328956]
FILED: October 26, 2001 (20011026)
PRIORITY: 00 747824 [US 2000747824], US (United States of America),
December 22, 2000 (20001222)
INTL CLASS: G06F-009/45

ABSTRACT

PROBLEM TO BE SOLVED: To provide a simple and effective method for compiling an instruction of a new assembly language instruction set architecture using a previous assembler .

SOLUTION: An assembler expansion instruction set architecture ISA is formed from the newest ISA to which a new instruction is added. The assembly of a source code output in hybrid of present and new assembly language instructions is attained by preprocessing of the source code in order to generate a temporary file 46 including a previous instruction 40a and data designation 41 to each of new assembly instructions having object code equivalence of the new instruction 40b as a data independent function, Thereafter, the temporary file 46 is used for the previous assembler 40a in order to generate object codes corresponding to each of the previous assembly language instructions . Resultantly, an executable machine language program for the new ISA is generated after linking.

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18/5/2 (Item 2 from file: 347)
DIALOG(R)File 347:JAPIO
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06882167 **Image available**
DEVICE AND METHOD FOR TRANSMITTING/RECEIVING ELECTRONIC MAIL WITH ATTACHED FILE

PUB. NO.: 2001-109675 [JP 2001109675 A]
PUBLISHED: April 20, 2001 (20010420)
INVENTOR(s): KANEDA TOSHIKATA
APPLICANT(s): SHARP CORP
APPL. NO.: 11-284148 [JP 99284148]
FILED: October 05, 1999 (19991005)
INTL CLASS: G06F-013/00 ; H04L-012/54; H04L-012/58

ABSTRACT

PROBLEM TO BE SOLVED: To prevent a file name from being coded in a simple configuration without increasing file capacity when transmitting electronic mail with a file attached.

SOLUTION: A mail text preparing part 1-1 opens a mail transmitting screen and prepares mail to be transmitted on the basis of inputted information. In the case of attaching a file to the mail to be transmitted, when the file name exceeds eight half em alphanumeric characters or is composed of em characters,, a temporary file name preparing part 1-2 displays a temporary file name input screen. When a user designates a file name within eight half em alphanumeric characters, that designated file name is

complete the input and output operation. If not, the disc cash control unit 400 reads out the sector from the disc and delivers it to CPU via the data buses 570 and 560. In this case, no renewal of the cash ~~memory~~ 500 is made. Then, the block is assigned to the cash ~~memory~~ 500 at the data write-in and only the blocks not assigned are written on the disc. This assignment is fixed during the file usage period.

18/5/17 (Item 1 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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015692813 **Image available**

WPI Acc No: 2003-755002/200371

XRPX Acc No: N03-604956

Source code conversion in e.g. microcomputer, involves applying instructions of temporary file to assembler to produce object code corresponding to old instructions, and data forming object code for new instructions

Patent Assignee: HITACHI LTD (HITA); HITACHI AMERICA LTD (HITA)

Inventor: SIMONS J

Number of Countries: 002 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 20020083421	A1	20020627	US 2000747824	A	20001222	200371 B
JP 2002196937	A	20020712	JP 2001328956	A	20011026	200371

Priority Applications (No Type Date): US 2000747824 A 20001222

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 20020083421	A1	8		G06F-009/45	

JP 2002196937	A	7		G06F-009/45	
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Abstract (Basic): US 20020083421 A1

NOVELTY - The method involves copying several instructions to a temporary file (46). The instructions of the temporary file are applied to an assembler to produce an object code corresponding to the old instructions (40a, 40b), and a data forming object code for new instructions.

DETAILED DESCRIPTION - An INDEPENDENT CLAIM is also included for a source code assembling method.

USE - For converting source code to object code in microcomputers and microprocessors.

ADVANTAGE - Enables assembling code for new instruction-set architecture (ISA) using older assembler such that development of extended ISA can continue concomitant with the development of new assembler.

DESCRIPTION OF DRAWING(S) - The figure shows a schematic view explaining source code conversion.

source file (40)
old assembly instructions (40a, 40b)
preprocessor (42)
temporary source code file (46)
object file (50)
new processor (58)
pp; 8 DwgNo 3/4

Title Terms: SOURCE; CODE; CONVERT; MICROCOMPUTER; APPLY ; INSTRUCTION ; TEMPORARY; FILE; ASSEMBLE; PRODUCE ; OBJECT; CODE; CORRESPOND; INSTRUCTION ; DATA; FORMING; OBJECT; CODE; NEW; INSTRUCTION

Derwent Class: T01

International Patent Class (Main): G06F-009/45

File Segment: EPI

18/5/18 (Item 2 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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Priority Applications (No Type Date): US 96625014 A 19960329

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes
US 5890165 A 20 G06F-017/30

Abstract (Basic): US 5890165 A

NOVELTY - The output descriptor file (06) stores the smallest set of databases which is backed up as a unit without compromising data integrity based on the output of a grouper program. A work item generator (52) performs back up schedule for execution of a storage management server computer (50) to search database and back up without compromising data integrity.

DETAILED DESCRIPTION - The system has a database client computer (10) connected to the storage management server with the work item generator. The file allocation information of the client is transferred into a temporary file, by a set of instruction of scripts and executable programs stored in the server. The temporary file is analyzed by the grouper program. An INDEPENDENT CLAIM is included for automatic databases searching method.

USE - For manufacturing plant and vending management using computer network.

ADVANTAGE - By setting back up of files in orderly manner, regular back ups can be obtained without shutting down other system and processes.

DESCRIPTION OF DRAWING(S) - The figure shows the block diagram of database security system.

Descriptor file (06)

Client (10)

Server (50)

Work item generator (52)

pp; 20 DwgNo 1a/10

Title Terms: AUTOMATIC; DATABASE; SEARCH; SYSTEM; MANUFACTURE; PLANT;

MANAGEMENT

Derwent Class: T01

International Patent Class (Main): G06F-017/30

File Segment: EPI

18/5/22 (Item 6 from file: 350)

DIALOG(R) File 350:Derwent WPIX

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010691115 **Image available**

WPI Acc No: 1996-188071/199619

XRPX Acc No: N96-157366

Database management system capability extending to object oriented languages - compiling object oriented program with pre- compiler from database management system into temporary file, then compiling temporary file with object oriented pre- compiler into file acceptable to object oriented compiler

Patent Assignee: TEXAS INSTR INC (TEXI)

Inventor: ALASHQUR A M

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 5504885	A	19960402	US 9384841	A	19930629	199619 B

Priority Applications (No Type Date): US 9384841 A 19930629

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes
US 5504885 A 12 G06F-017/30

Abstract (Basic): US 5504885 A

The method involves embedding standard query language (SQL) statements in an object-oriented program. The object-oriented program with a pre- compiler from the database management system compiling into temporary file . The temporary file is then compiled with

an object-oriented pre- compiler into a file acceptable to an object-oriented compiler . The file are further compiled with the object-oriented compiler into an executable file.

The object-oriented program utilizes C++. The database management system is a relational database management system which uses Oracle.

USE /ADVANTAGE - In field of object oriented programming with relational databases. Allows connecting object oriented application programs written in object oriented languages with relational data base. Capable of accessing data stored in autonomous, heterogeneous and possibly distributed database management system.

Dwg.2/4

Title Terms: DATABASE; MANAGEMENT; SYSTEM; CAPABLE; EXTEND; OBJECT; ORIENT; LANGUAGE; COMPILE; OBJECT; ORIENT; PROGRAM; PRE; COMPILE; DATABASE; MANAGEMENT; SYSTEM; TEMPORARY; FILE; COMPILE; TEMPORARY; FILE; OBJECT; ORIENT; PRE; COMPILE; FILE; ACCEPT; OBJECT; ORIENT; COMPILE

Derwent Class: T01

International Patent Class (Main): G06F-017/30

File Segment: EPI

18/5/23 (Item 7 from file: 350)

DIALOG(R) File 350:Derwent WPIX

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007261299

WPI Acc No: 1987-258306/198737

XRPX Acc No: N87-193408

On-line presentation implementation for information processing - has compiler which creates file identifying image data to be used in presentation

Patent Assignee: INT BUSINESS MACHINES CORP (IBMC); IBM CORP (IBMC)

Inventor: GAITHER W D; GIOVANNETTI L T; GRAFE R J; HALL L F; MEYER G P; PANCOAST S T; GIOVANNETT L T

Number of Countries: 006 Number of Patents: 005

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
EP 237014	A	19870916	EP 87103377	A	19870310	198737 B
US 4864516	A	19890905	US 86837996	A	19860310	198945
CA 1271564	A	19900710				199033
EP 237014	B1	19940713	EP 87103377	A	19870310	199427
DE 3750188	G	19940818	DE 3750188	A	19870310	199432
			EP 87103377	A	19870310	

Priority Applications (No Type Date): US 86837996 A 19860310

Cited Patents: 1.Jnl.Ref; A3...9026; No-SR.Pub

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes

EP 237014 A E 14

Designated States (Regional): DE FR GB IT

US 4864516 A 11

EP 237014 B1 E 14 G06F-015/72

Designated States (Regional): DE FR GB IT

DE 3750188 G G06F-015/72

Based on patent EP 237014

Abstract (Basic): EP 237014 A

The data assembly method comprises entering into the system image data using the data input device. A number of control commands are entered for displaying the image data separately from the image data. A pictorial representation of the image data is displayed using the control commands. The selected control commands are compiled. Object code files are created from the compiled commands. A temporary file is created identifying the image data required in the on-line presentation. A compressed image data file is created .

Each APA image created is identified and stored . Each ASCII image created is identified and stored .

1/7

Title Terms: LINE; PRESENT; IMPLEMENT ; INFORMATION; PROCESS; COMPILE;

File 411:DIALINDEX(R)

DIALINDEX(R)

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*** DIALINDEX search results display in an abbreviated ***
*** format unless you enter the SET DETAIL ON command. ***

?sf all

You have 556 files in your file list.

(To see banners, use SHOW FILES command)

?s spoof()assembler

Your SELECT statement is:

s spoof()assembler

Items	File
-----	----
Examined	50 files
Examined	100 files
Examined	150 files
Examined	200 files
Examined	250 files
Examined	300 files
Examined	350 files
Examined	400 files
Examined	450 files
Examined	500 files
Examined	550 files

No files have one or more items; file list includes 556 files.

Set	Items	Description
S1	0	SPOOF()ASSEMBLER?
S2	2939	AU=(SIMONS, J? OR SIMONS J?)
S3	2633	S2 NOT PY>2000
S4	2632	S3 NOT PD>20001222
S5	0	S4 AND SPOOF?()ASSEMBLER?
S6	0	S4 AND ASSEMBLER?
S7	0	S4 AND COMPUTER()LANGUAGE
S8	882	S4 NOT PY<1994
S9	0	S8 AND ASSEMBLY()LANGUAGE
S10	0	S8 AND COMPUTER()LANGUAGE?
File	2:INSPEC	1969-2004/Jan W3 (c) 2004 Institution of Electrical Engineers
File	6:NTIS	1964-2004/Jan W4 (c) 2004 NTIS, Intl Cpyrgh All Rights Res
File	8:Ei Compendex(R)	1970-2004/Jan W3 (c) 2004 Elsevier Eng. Info. Inc.
File	34:SciSearch(R)	Cited Ref Sci 1990-2004/Jan W4 (c) 2004 Inst for Sci Info
File	35:Dissertation Abs	Online 1861-2004/Dec (c) 2004 ProQuest Info&Learning
File	65:Inside Conferences	1993-2004/Jan W4 (c) 2004 BLDSC all rts. reserv.
File	92:IHS Intl.Stds.& Specs.	1999/Nov (c) 1999 Information Handling Services
File	94:JICST-EPlus	1985-2004/Jan W3 (c) 2004 Japan Science and Tech Corp(JST)
File	95:TEME-Technology & Management	1989-2004/Jan W2 (c) 2004 FIZ TECHNIK
File	99:Wilson Appl. Sci & Tech Abs	1983-2004/Dec (c) 2004 The HW Wilson Co.
File	103:Energy SciTec	1974-2004/Jan B1 (c) 2004 Contains copyrighted material
File	144:Pascal	1973-2004/Jan W3 (c) 2004 INIST/CNRS
File	202:Info. Sci. & Tech. Abs.	1966-2004/Jan 20 (c) 2004 EBSCO Publishing
File	233:Internet & Personal Comp. Abs.	1981-2003/Sep (c) 2003 EBSCO Pub.
File	239:Mathsci	1940-2003/Feb (c) 2003 American Mathematical Society
File	275:Gale Group Computer DB(TM)	1983-2004/Jan 29 (c) 2004 The Gale Group
File	434:SciSearch(R)	Cited Ref Sci 1974-1989/Dec (c) 1998 Inst for Sci Info
File	647:CMF Computer Fulltext	1988-2004/Jan W3 (c) 2004 CMF Media, LLC
File	674:Computer News Fulltext	1989-2004/Jan W4 (c) 2004 IDG Communications
File	696:DIALOG Telecom. Newsletters	1995-2004/Jan 15 (c) 2004 The Dialog Corp.

Set	Items	Description
S1	3239956	PROCESSOR? OR MICROPROCESSOR? OR COMPUTER? OR MICROCOMPUTER? OR (CENTRAL() PROCESSING OR CONTROL OR MICRO?) () (PROCESSOR? OR COMPUTER? OR UNIT? OR DEVICE?) OR DATA() COLLECTION() DEVICE?
S2	307864	SOURCE() (CODE OR CODES) OR STATEMENT? OR ASSERTION? OR DECLARATION? OR INSTRUCTION?
S3	1342515	COPYING OR COPY OR COPIES OR STORE? ? OR STORING OR SAVE OR SAVING OR KEEP OR KEEPING OR PRESERV? OR MEMORY OR CACHE OR - CACHING OR CACHED OR CACHES OR BACKUP OR BACK() UP
S4	134	(TEMPORARY OR IMPERMANENT OR INTERIM OR PROVISIONAL OR SHORT() (TERM OR RANGE)) () (FILE OR FILES)
S5	9539933	APPLY OR APPLIED OR APPLIES OR USE OR USES OR USING OR UTILIZ? OR EMPLOY? OR IMPLEMENT? OR EXECUT?
S6	65146	ASSEMBLER? OR LINKER? OR COMPILER? OR LANGUAGE() PROCESSOR
S7	6334112	PRODUCE? OR GENERATE? OR REPRODUCE? OR CREATE? OR DEVELOP?
S8	23497	(OBJECT OR MACHINE) () (CODE OR CODES) OR ASSEMBLY() LANGUAGE- () SOURCE() CODE OR ASSEMBLY() LANGUAGE() INSTRUCTION OR ISA
S9	1	S2 AND S3 AND S4
S10	0	S2 AND S4 AND S5 AND S6
S11	0	S2 AND S4 AND S6
S12	1019	S6 AND S7 AND S8
S13	719	S1 AND S12
S14	0	S13 AND S2 AND S4
S15	285	S13 AND S2
S16	0	S13 AND S4
S17	0	S15 AND S4
S18	230	S15 AND S5
S19	230	S18 AND S6
S20	67	S19 AND S3
S21	0	S19 AND S4
S22	68	S9 OR S20
S23	64	S22 NOT PY>2000
S24	64	S23 NOT PD>20001222
S25	59	RD (unique items)
File	8:Ei Compendex(R) 1970-2004/Jan W3	
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	(c) 2003 EBSCO Pub.	
File	94:JICST-EPlus 1985-2004/Jan W3	
	(c) 2004 Japan Science and Tech Corp (JST)	
File	99:Wilson Appl. Sci & Tech Abs 1983-2004/Dec	
	(c) 2004 The HW Wilson Co.	
File	95:TEME-Technology & Management 1989-2004/Jan W2	
	(c) 2004 FIZ TECHNIK	
File	583:Gale Group Globalbase(TM) 1986-2002/Dec 13	
	(c) 2002 The Gale Group	

25/5/1 (Item 1 from file: 8)
DIALOG(R)File 8:Ei Compendex(R)
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05444452 E.I. No: EIP99124950381

Title: Compiler -driven cached code compression schemes for embedded ILP processors

Author: Larin, Sergei Y.; Conte, Thomas M.
Corporate Source: North Carolina State Univ, Raleigh, NC, USA
Conference Title: Proceedings of the 1999 32nd Annual ACM/IEEE International Symposium on Microarchitecture, MICRO-32
Conference Location: Haifa, Isr Conference Date: 19991116-19991118
Sponsor: IEEE TC-MARCH; ACM SIGMICRO
E.I. Conference No.: 56105
Source: Proceedings of the Annual International Symposium on Microarchitecture 1999. p 82-92
Publication Year: 1999
CODEN: PSMIE7 ISSN: 1072-4451
Language: English
Document Type: JA; (Journal Article) Treatment: T; (Theoretical)
Journal Announcement: 0002W1

Abstract: During the last 15 years, embedded systems have grown in complexity and performance to rival desktop systems. The architectures of these systems present unique challenges to processor microarchitecture, including instruction encoding and instruction fetch processes. This paper presents new techniques for reducing embedded system code size without reducing functionality. This approach is to extract the pipeline decoder logic for an embedded VLIW processor in software at system development time. The code size reduction is achieved by Huffman compressing or tailor encoding the ISA of the original program. Some interesting results were found. In particular, the degree of compression for the ROM doesn't translate into an improvement in instructions delivered per cycle. Experiments found that when the missprediction penalty of the added Huffman decoder stage was taken into account, a Tailored ISA approach produced higher performance. Methods that compress the entire operation using Huffman encodings, and decompress at ICache hit time still achieved a median performance advantage, while providing higher ROM size savings. All results were generated by an optimizing compiler and tool suite, and presented for an encoding similar to the Intel/HP IA-64 architecture. (Author abstract) 27 Refs.

Descriptors: Microprocessor chips; Computer architecture; Integrated circuit layout; Program compilers; Buffer storage; Data compression; Embedded systems; Pipeline processing systems; Optimization

Identifiers: Cache code compression methods

Classification Codes:

714.2 (Semiconductor Devices & Integrated Circuits); 723.1 (Computer Programming); 722.1 (Data Storage, Equipment & Techniques); 722.4 (Digital Computers & Systems); 921.5 (Optimization Techniques)
714 (Electronic Components); 722 (Computer Hardware); 723 (Computer Software); 921 (Applied Mathematics)
71 (ELECTRONICS & COMMUNICATIONS); 72 (COMPUTERS & DATA PROCESSING); 92 (ENGINEERING MATHEMATICS)

25/5/2 (Item 2 from file: 8)
DIALOG(R)File 8:Ei Compendex(R)
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05371442 E.I. No: EIP99094776315

Title: Compiling Esterel into sequential code

Author: Edwards, Stephen A.
Corporate Source: Synopsys, Inc, Mountain View, CA, USA
Conference Title: Proceedings of the 1999 7th International Conference on Hardware/Software Codesign (CODES'99)
Conference Location: Rome, Italy Conference Date: 19990503-19990505
Sponsor: ACM SIGDA; IEEE Computer Society; ACM SIGSOFT; IFIP WG 10.5

E.I. Conference No.: 55455
Source: Hardware/Software Codesign - Proceedings of the International Workshop 1999. p 147-151
Publication Year: 1999
CODEN: 85PQAI
Language: English
Document Type: JA; (Journal Article) Treatment: T; (Theoretical)
Journal Announcement: 9911W1
Abstract: This paper presents a novel **compiler** for Esterel, a concurrent synchronous imperative language. It **generates** fast, small **object code** by compiling away concurrency, producing a single C function requiring no operating system support for threads. It translates an Esterel program into an acyclic concurrent control-flow graph from which code is synthesized that runs **instructions** in an order respecting inter-thread communication. Exceptions and preemption constructs become conditional branches. Variables **save** control state; conditional branches restore it. Although designed for Esterel, this approach could be **applied** to compiling other synchronous concurrent languages. (Author abstract) 8 Refs.

Descriptors: Computer architecture; Computer programming languages; Program compilers ; Codes (symbols); Computer operating systems; C (programming language); Program translators

Identifiers: Esterel programming language; Sequential codes

Classification Codes:

723.1.1 (Computer Programming Languages)

723.1 (Computer Programming); 723.2 (Data Processing)

722 (Computer Hardware); 723 (Computer Software)

72 (COMPUTERS & DATA PROCESSING)

25/5/3 (Item 3 from file: 8)
DIALOG(R)File 8:Ei Compendex(R)
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05365360 E.I. No: EIP99094789940

Title: New mediaprocessor and its image computing library

Author: Kim, Donglok; Stotland, Inga; Kim, Yongmin

Corporate Source: Univ of Washington, Seattle, WA, USA

Conference Title: Proceedings of the 1999 Medical Imaging - Image Dispaly

Conference Location: San Diego, CA, USA Conference Date:
19990221-19990223

Sponsor: SPIE

E.I. Conference No.: 55282

Source: Proceedings of SPIE - The International Society for Optical Engineering v 3658 1999. p 220-229

Publication Year: 1999

CODEN: PSISDG ISSN: 0277-786X

Language: English

Document Type: JA; (Journal Article) Treatment: A; (Applications); G;
(General Review)

Journal Announcement: 9910W5

Abstract: High-performance mediaprocessors that aim at high-level language programming without sacrificing much would be very desirable in many applications including medical imaging. Media Accelerated Processor (MAP) 1000 that is jointly being **developed** by Hitachi, Ltd. and Equator Technologies, Inc. is one of such next-generation mediaprocessors. We present the two main issues in programming these mediaprocessors, i.e., using C intrinsics (hinting to the **compiler** a desired assembly language **instruction** in a C program so that the **compiler** tries to use the hinted **instruction** in the compiled code) and data flow control, which still requires a high degree of expertise in the detailed architectural features including many low-level **instructions**, handling input/output data transfers, and in-depth understanding of the algorithm. To ease the programming burden and allow flexible and efficient deployment of the MAP-based target systems, we have **developed** the MAP University of Washington Image Computing Library (UWICL) for the MAP1000. Currently, it consists of 105 functions. The UWICL functions effectively decouple the data flow control and data processing in a flexible two-layered software

structure, where the upper layer is responsible for the data transfer between on-chip **cache** and off-chip **memory** by utilizing the on-chip DMA controller in a double-buffering scheme and the lower layer performs the data processing. This hierarchy allows the flexibility to use the UWICL modules depending on how the application is implemented and/or the level of user's experience in programming the MAP1000 mediaprocessor.

(Author abstract) 22 Refs.

Descriptors: Multimedia systems; C (programming language); Data flow analysis; High level languages; Data transfer; Algorithms; Image processing ; Data processing; Medical imaging; Computer software

Identifiers: Mediaprocessor; Direct memory access controller; Image computing library

Classification Codes:

723.1.1 (Computer Programming Languages)

723.5 (Computer Applications); 723.1 (Computer Programming); 723.2 (Data Processing)

723 (Computer Software)

72 (COMPUTERS & DATA PROCESSING)

25/5/4 (Item 4 from file: 8)

DIALOG(R)File 8:EI Compendex(R)

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05254728 E.I. No: EIP99034617898

Title: Computational infrastructure of analogic CNN computing - Part I: The CNN-UM chip prototyping system

Author: Roska, Tamas; Zarandy, Akos; Zold, Sandor; Foldesy, Peter; Szolgyay, Peter

Corporate Source: Hungarian Acad of Sciences, Budapest, Hung

Source: IEEE Transactions on Circuits and Systems I: Fundamental Theory and Applications v 46 n 2 Feb 1999. p 261-268

Publication Year: 1999

CODEN: ITCAEX ISSN: 1057-7122

Language: English

Document Type: JA; (Journal Article) Treatment: A; (Applications); T; (Theoretical)

Journal Announcement: 9905W3

Abstract: A new computational paradigm is emerging for spatio-temporal problems: analogic cellular neural/nonlinear network (CNN) array-computing. It has all the software and hardware ingredients of the stored programmable computer (high-level language, compiler, operating system, assembly and machine code, analogic central processing unit (CPU), analog and digital memory, peripherals, etc.). The elementary instructions and programming techniques, however, are drastically different from any other computers . These elementary instructions represent complex spatio-temporal nonlinear dynamic phenomena, including all the standard and exotic properties of simple image processing operators, as well as waves, patterns, and evolving systems. Meanwhile, a computational infrastructure has also emerged left bracket 6 right bracket interfacing this revolutionary computing technology to digital systems as well as enabling the development of high-level software. The main goal was to provide easy-to-use tools and hardware interfacing elements and putting most of the sophistication in the chips and chip sets. (Author abstract) 17 Refs.

Descriptors: Cellular neural networks; Algorithms; Computer systems programming; Interfaces (computer); Computer architecture; Microprocessor chips; Integrated circuit layout

Identifiers: Computational infrastructure; Analogic algorithms

Classification Codes:

723.4 (Artificial Intelligence); 723.1 (Computer Programming); 722.2 (Computer Peripheral Equipment)

723 (Computer Software); 921 (Applied Mathematics); 722 (Computer Hardware)

72 (COMPUTERS & DATA PROCESSING); 92 (ENGINEERING MATHEMATICS)

25/5/5 (Item 5 from file: 8)
DIALOG(R)File 8:Ei Compendex(R)
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04426184 E.I. No: EIP96063214949

Title: VCODE: a retargetable, extensible, very fast dynamic code generation system

Author: Engler, Dawson R.

Corporate Source: Massachusetts Inst of Technology, Cambridge, MA, USA

Conference Title: Proceedings of the ACM SIGPLAN'96 Conference on Programming Language Design and Implementation, PLDI

Conference Location: Philadelphia, PA, USA Conference Date: 19960521-19960524

Sponsor: SIGPLAN

E.I. Conference No.: 44780

Source: Proceedings of the ACM SIGPLAN Conference on Programming Language Design and Implementation (PLDI) 1996. ACM, New York, NY, USA. p 160-170

Publication Year: 1996

CODEN: PSPLEM

Language: English

Document Type: CA; (Conference Article) Treatment: A; (Applications)

Journal Announcement: 9608W2

Abstract: Dynamic code generation is the creation of **executable** code at runtime. Such 'on-the-fly' code generation is a powerful technique, enabling applications to **use** runtime information to improve performance by up to an order of magnitude. Unfortunately, previous general-purpose dynamic code generation systems have been either inefficient or non-portable. We present VCODE, a retargetable, extensible, very fast dynamic code generation system. An important feature of VCODE is that it **generates** machine code '**in-place**' without the **use** of intermediate data structures. Eliminating the need to construct and consume an intermediate representation at runtime makes VCODE both efficient and extensible. VCODE dynamically **generates** code at an approximate cost of six to ten **instructions** per **generated instruction**, making it over an order of magnitude faster than the most efficient general-purpose code generation system in the literature. Dynamic code generation is relatively well known within the **compiler** community. However, due in large part to the lack of a publicly available dynamic code generation system, it has remained a curiosity rather than a widely used technique. A practical contribution of this work is the free, unrestricted distribution of the VCODE system, which currently runs on the MIPS, SPARC, and Alpha architectures. (Author abstract) 24 Refs.

Descriptors: Program **compilers** ; Codes (symbols); Program interpreters; Reduced **instruction** set computing; **Computer** architecture; **Computer** hardware; Optimization; Boundary conditions; Program **assemblers** ; **Computer** programming languages

Identifiers: Dynamic code generation system; **Executable** code; Runtime information; Binary **instruction** ; Cache coherence

Classification Codes:

723.1.1 (Computer Programming Languages)

723.1 (Computer Programming); 723.2 (Data Processing); 921.5 (Optimization Techniques)

723 (Computer Software); 722 (Computer Hardware); 921 (Applied Mathematics)

72 (COMPUTERS & DATA PROCESSING); 92 (ENGINEERING MATHEMATICS)

25/5/6 (Item 6 from file: 8)

DIALOG(R)File 8:Ei Compendex(R)

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04265679 E.I. No: EIP95102889589

Title: Highlights from nhc - a space-efficient Haskell compiler

Author: Rojemo, Niklas

Corporate Source: Chalmers Univ of Technology, Goteborg, Sweden

Conference Title: Conference Record of Conference on Functional Programming Languages and Computer Architecture

Conference Location: La Jolla, CA, USA Conference Date:

19950625-19950628

Sponsor: ACM SIGPLAN; ACM SIGARCH; IFIP

E.I. Conference No.: 43744

Source: Conf Rec Conf Funct Program Lang Comput Archit 1995. ACM. p 282-292

Publication Year: 1995

Language: English

Document Type: CA; (Conference Article) Treatment: A; (Applications); T; (Theoretical)

Journal Announcement: 9512W1

Abstract: Self-compiling implementations of Haskell, i.e., those written in Haskell, have been and, except one, are still space consuming monsters. Object code size for the compilers themselves are 3-8 MByte, and they need 12-20 MByte to recompile themselves. One reason for the huge demands for memory is that the main goal for these compilers is to produce fast code. However, the compiler described in this paper, called nhc for Nearly a Haskell Compiler, is the above mentioned exception. This compiler concentrates on keeping memory usage down, even at a cost in time. The code produce is not fast but nhc is usable, and the resulting programs can be run, on computers with small memory. This paper describes some of the implementation choices done, in the Haskell part of the source code, to reduce memory consumption in nhc. It is possible to use these also in other Haskell compilers with no, or very small, changes to their run-time systems. Time is neither the main focus of nhc nor of this paper, but there is nevertheless a small section about the speed of nhc. The most notable observation concerning speed is that nhc spends approximately half the time processing interface files, which is much more than needed in the type checker. Processing interface files is also the most space consuming part of nhc in most cases. It is only when compiling source files with large sets of mutually recursive functions that more memory is needed to type check than to process interface files. (Author abstract) 16 Refs.

Descriptors: Program compilers; Data storage equipment; Codes (symbols); Interfaces (computer); File organization; Recursive functions;

Optimization

Identifiers: Glasgow Haskell compiler; Runtime systems; Memory usage; Interface files

Classification Codes:

723.1 (Computer Programming); 722.1 (Data Storage, Equipment & Techniques); 723.2 (Data Processing); 722.2 (Computer Peripheral Equipment); 721.1 (Computer Theory, Includes Formal Logic, Automata Theory, Switching Theory, Programming Theory); 921.5 (Optimization Techniques)

723 (Computer Software); 722 (Computer Hardware); 721 (Computer Circuits & Logic Elements); 921 (Applied Mathematics)

72 (COMPUTERS & DATA PROCESSING); 92 (ENGINEERING MATHEMATICS)

25/5/7 (Item 7 from file: 8)

DIALOG(R)File 8:Ei Compendex(R)

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03405439 E.I. Monthly No: EI9204044571

Title: Dual-ALU CRISC architecture and its compiling technique.

Author: Chou, Hong-Chich; Chung, Chung-Ping; Cheng, Shyi-Chyi

Corporate Source: Natl Chiao Tung Univ, Hsinchu, Taiwan

Source: Computers & Electrical Engineering v 17 n 4 1991 p 297-312

Publication Year: 1991

CODEN: CPEEBQ ISSN: 0045-7906

Language: English

Document Type: JA; (Journal Article) Treatment: T; (Theoretical); A; (Applications)

Journal Announcement: 9204

Abstract: As semiconductor technology advances, more devices can be accommodated in a single VLSI chip. The feasibility of putting multifunctional units in a chip is then worth studying. Such an approach,

however, will face software and hardware difficulties (and also tradeoffs). CRISC is a 32-bit single-chip VLSI **processor** architecture achieving high performance by means of RISC and multiple functional unit approaches. Dual-ALUs are used to **execute instructions** concurrently for fine-grained parallelism. Up to three **instructions** can be **executed** simultaneously by CRISC. Here, CRISC architecture design considerations and **instruction cache** scheme are investigated. Final microarchitecture and its incorporated software technique to **produce object code** for fine-grained parallel **execution** are described; its upper bound performance is estimated by an architectural model. A preliminary evaluation of the CRISC is also conducted, showing most satisfying results. (Author abstract) 30 Refs.

Descriptors: COMPUTER ARCHITECTURE--*Reduced **Instruction Set**
Computing; INTEGRATED CIRCUITS, VLSI; COMPUTER OPERATING SYSTEMS--Program
Compilers; COMPUTER PROGRAMMING--Algorithms
Identifiers: VLSI CHIPS; CRISC ARCHITECTURE
Classification Codes:
722 (Computer Hardware); 723 (Computer Software); 713 (Electronic
Circuits); 714 (Electronic Components)
72 (COMPUTERS & DATA PROCESSING); 71 (ELECTRONICS & COMMUNICATIONS)

25/5/8 (Item 8 from file: 8)
DIALOG(R)File 8:EI Compendex(R)
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03057747 E.I.*Monthly No: EI9105051120
Title: Using rewriting techniques to produce code generators and
proving them correct.

Author: Despland, Annie; Mazaud, Monique; Rakotozafy, Raymond
Corporate Source: Univ d'Orleans, Orleans, Fr
Source: Science of Computer Programming v 15 n 1 Nov 1990 p 15-54
Publication Year: 1990
CODEN: SCPGD4 ISSN: 0167-6423
Language: English
Document Type: JA; (Journal Article) Treatment: T; (Theoretical)
Journal Announcement: 9105

Abstract: A major problem in deriving a **compiler** from a formal definition is the production of correct and efficient **object code**. In this context, we propose a solution to the problem of code-generator generation. Our approach is based on a target machine description where the basic concept used (storage classes, access modes, access classes and **instructions**) are hierarchically described by tree patterns. These tree patterns are terms of an abstract data type. The program intermediate representation (input to the code generator) is a term of the same abstract data type. The code generation process is based on access modes and **instruction** template-driven rewritings. The result is that each program **instruction** is reduced to a sequence of elementary machine **instructions**, each of them representing an instance of an **instruction** template. The axioms of the abstract data type are used to prove that the rewritings **preserve** the semantics of the intermediate representation. (Author abstract) 21 Refs.

Descriptors: COMPUTER OPERATING SYSTEMS--*Program **Compilers**;
COMPUTER PROGRAMMING LANGUAGES
Identifiers: CODE-GENERATOR GENERATION; COMPILER GENERATOR;
TEMPLATE-DRIVEN REWRITINGS; TARGET MACHINE DESCRIPTION
Classification Codes:
723 (Computer Software)
72 (COMPUTERS & DATA PROCESSING)

25/5/9 (Item 9 from file: 8)
DIALOG(R)File 8:EI Compendex(R)
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02732349 E.I. Monthly No: EI8904031763
Title: Multiprocessor software for the CYBERPLUS high performance system.

Author: Katz, Shlomo; Ray, Wayne A.; Walder, Gabriel
Corporate Source: Control Data Corp, Bloomington, MN, USA
Conference Title: Proceedings of the International Conference on Vector and Parallel Processors in Computational Science III
Conference Location: Liverpool, Engl Conference Date: 19870825
Sponsor: US Army European Research Office, USA
E.I. Conference No.: 11993
Source: Parallel Computing v 8 n 1-3 Oct 1988. p 231-244
Publication Year: 1988
CODEN: PACOEJ ISSN: 0167-8191
Language: English
Document Type: JA; (Journal Article) Treatment: A; (Applications)
Journal Announcement: 8904

Abstract: This paper describes the results of the research for implementing applications for concurrent execution on the CYBERPLUS multiparallel computer system. Three layers of parallelism are built into this system: instruction, computation and functional levels. The paper contains a short summary of the hardware, and the different layers of the software for multiprocessor systems. They are based on the previously developed CPFTN (Cyberplus Fortran Compiler) compiler, which produces optimized object code for a single CYBERPLUS processor. The input to CPFTN consists of an entire kernel containing all subroutines and functions loaded into a single processor. An interprocessor communications subsystem provides the low-level component of the multiprocessor system and contains the data transfer and synchronization capabilities. The high-level component consists of extensions to FORTRAN (CPMFTN, Cyberplus Multiprocessor Fortran) for characterizing the data shared between processors and implementing concepts specially adapted to the private memory architecture of the CYBERPLUS as well as to the specific needs of the user community targeted by this product. The resulting scheme is a large grain size, demand driven, data flow type. The first version of CPMFTN under development is described followed by several simple application paradigms and discussion of the merits of possible future extensions. (Edited author abstract) 14 Refs.

Descriptors: COMPUTER OPERATING SYSTEMS--*Program Compilers ; COMPUTER SYSTEMS, DIGITAL--Parallel Processing; COMPUTER PROGRAMMING LANGUAGES--FORTRAN; COMPUTER SOFTWARE

Identifiers: MULTIPROCESSOR SOFTWARE; CYBERPLUS MULTIPARALLEL COMPUTER SYSTEM; CPFTN COMPILER ; DATA FLOW COMPUTING; CYBERPLUS MULTIPROCESSOR FORTRAN; CPMFTN COMPUTER LANGUAGE

Classification Codes:
723 (Computer Software)
72 (COMPUTERS & DATA PROCESSING)

25/5/10 (Item 10 from file: 8)
DIALOG(R)File 8:Ei Compendex(R)
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02105055 E.I. Monthly No: EIM8607-047505
Title: CODE OPTIMIZATION IN COMPILER DESIGN.
Author: Hubbard, D. Barbara; Schroeder, Charles
Corporate Source: Louisiana State Univ-Shreveport, Shreveport, LA, USA
Conference Title: 1983 ACM Computer Science Conference and SIGCSE Symposium.
Conference Location: Orlando, FL, USA Conference Date: 19830215
Sponsor: ACM, New York, NY, USA
E.I. Conference No.: 03890
Source: Publ by ACM, New York, NY, USA p 84
Publication Year: 1983
ISBN: 0-89791-092-3
Language: English
Document Type: PA; (Conference Paper)
Journal Announcement: 8607

Abstract: Producing an efficient object module was a major objective in the design of one of the first compilers ever written. The process that transforms source code into efficient machine code is known as

compiler optimization. Optimizing **compilers** play a major role in any high-level language system and **compiler** writers have a vast number of optimization methods from which to choose. The techniques range from those that are simple to those that are very complex, from techniques that are applied to small units of code to techniques that are applied to the entire source module. Each method can speed up **execution** time, reduce **memory** requirements, or both. Choice of optimizing techniques often depends on the established goals for the **compiler**, the structure of the language the **compiler** is to be written in, and the machine on which it is to run. An example of an optimizing **compiler** that performs a thorough analysis of the **source code** and produces the most efficient **object code** is the FORTRAN IV (H Extended) **compiler**. This **compiler** implements text and branch optimization methods, full register assignment, and does a thorough analysis of the loop structure of the object module.

(Author abstract)

Descriptors: COMPUTER OPERATING SYSTEMS--*Program **Compilers** ; COMPUTER PROGRAMMING LANGUAGES--FORTRAN

Identifiers: COMPILER DESIGN; CODE OPTIMIZATION; ABSTRACT ONLY

Classification Codes:

723 (Computer Software)

72 (COMPUTERS & DATA PROCESSING)

25/5/11 (Item 11 from file: 8)

DIALOG(R)File 8:Ei Compendex(R)

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01839729 E.I. Monthly No: EI8512114097 E.I. Yearly No: EI85021147

Title: VALIDITY AND PRESERVING REGISTERS.

Author: Anon

Source: IBM Technical Disclosure Bulletin v 28 n 6 Nov 1985 p 2526-2529

Publication Year: 1985

CODEN: IBMTAA ISSN: 0018-8689

Language: ENGLISH

Document Type: JA; (Journal Article) Treatment: A; (Applications); T; (Theoretical)

Journal Announcement: 8512

Abstract: A method is disclosed for optimizing the length of intermediate text produced by an executing multiple-pass **compiler** converting source to **object code**. The method comprises the following steps: (a) in a first pass assigning symbolic registers to each canonical expression (opcode and operands) of qualifying **source code instructions**, (b) assuring that each symbolic register holds the most current value of the canonical expression, and (c) replacing a computation with a register-to-register load at selected points in load, **store**, and add sequences. More specifically, an intermediate language, as produced, by the front end, uses two types of variables: **memory** operands, which correspond to the original variables declared by the user in his source program, and **compiler** temporaries, referred to as symbolic registers. The front end assumes an unlimited number of symbolic registers, and produces as many as it needs. Later, in the back end, symbolic registers get transformed into either string temporaries or real (machine) registers.

Descriptors: COMPUTER OPERATING SYSTEMS--*Program **Compilers** ; CODES, SYMBOLIC

Identifiers: INTERMEDIATE TEXT; MULTIPLE-PASS COMPILER ; SYMBOLIC REGISTERS; SOURCE CODE ; MEMORY OPERANDS

Classification Codes:

722 (Computer Hardware); 723 (Computer Software)

72 (COMPUTERS & DATA PROCESSING)

25/5/12 (Item 12 from file: 8)

DIALOG(R)File 8:Ei Compendex(R)

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01794128 E.I. Monthly No: EI8509075730 E.I. Yearly No: EI85021122

Title: GENERAL-PURPOSE CROSSASSEMBLER FOR 8-BIT MICROPROCESSORS .

Author: Newman, Ian A.; Winder, Russel L.
Corporate Source: Loughborough Univ of Technology, Dep of Computer Studies, Loughborough, Engl

Source: Microprocessors and Microsystems v 9 n 5 Jun 1985 p 234-240

Publication Year: 1985

CODEN: MIMID5 ISSN: 0141-9331

Language: ENGLISH

Document Type: JA; (Journal Article) Treatment: T; (Theoretical)

Journal Announcement: 8509

Abstract: A study of **microprocessor instruction** sets is presented.

The techniques devised to **implement** a general-purpose crossassembler for 8-bit machines are described. The program has been **implemented** on a VAX-11/750 under Berkeley Unix 4.1 BSD. Data structures that are used to store definitions of the assembly languages and the **machine code instructions** which are to be **generated** are explained. 9 refs.

Descriptors: COMPUTER OPERATING SYSTEMS--*Program Assemblers;

COMPUTERS, MICROPROCESSOR; DATA PROCESSING--Data Structures

Identifiers: GENERAL-PURPOSE CROSSASSEMBLER; BERKELEY UNIX; INSTRUCTION

SET; MACHINE CODE INSTRUCTIONS

Classification Codes:

723 (Computer Software)

72 (COMPUTERS & DATA PROCESSING)

25/5/13 (Item 13 from file: 8)

DIALOG(R)File 8:Ei Compendex(R)

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00400553 E.I. Monthly No: EI7410060994

Title: ALL APPLICATIONS DIGITAL COMPUTER .

Author: Nissen, Stanley M.; Wallach, Steven J.

Corporate Source: Raytheon Co, Bedford, Mass

Source: Symp on High-Level-Lang Comput Archit, Univ of Md, College Park, Nov 7-8 1973 p 43-51. Available from ACM, New York, 1973

Publication Year: 1973

Language: ENGLISH

Journal Announcement: 7410

Abstract: Described is the all applications digital **computer** data processing element (DPE), built for the Navy to be used for multiplatform (air, land, seas, and underseas) applications in the 1978-1990 time frame. It was the intent of the designers of this **computer** to: achieve a Syntax-oriented internal architecture so that application programs written in a higher level language (HLL) would run efficiently, and to make **use** of a **memory** hierarchy system to minimize the number of page faults generated by the virtual addressing mechanisms. The HLL language used as a standard to model the internal computational structures was APL. Studies convinced the designers that the most efficient **machine code** and most efficient program **execution** is achieved by the most compact representation of a problem in a HLL. This led to the choice of APL. Thus, the majority of APL operators are part of the **instruction** set of the DPE and the capability exists to directly **execute** operations on vectors and matrices without resorting to **compiler** generated loops.

Descriptors: COMPUTER ARCHITECTURE

Classification Codes:

723 (Computer Software)

72 (COMPUTERS & DATA PROCESSING)

25/5/14 (Item 1 from file: 35)

DIALOG(R)File 35:Dissertation Abs Online

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01715192 ORDER NO: AADAA-I0800424

Generating multithreaded code from parallel Haskell for symmetric multiprocessors*

Author: Caro, Alejandro

Degree: Ph.D.

Year: 1999
Corporate Source/Institution: Massachusetts Institute of Technology (0753)
Supervisor: Arvind
Source: VOLUME 60/10-B OF DISSERTATION ABSTRACTS INTERNATIONAL.
PAGE 5141.
Descriptors: COMPUTER SCIENCE
Descriptor Codes: 0984

This dissertation presents $\langle\text{math}\rangle \langle f\rangle \langle\text{blkbd}\rangle\langle\text{ty}\rangle\langle\text{rm}\rangle\langle\text{ge}\rangle\langle\text{blkbd}\rangle\langle\text{mit}\rangle\langle\text{ge}\rangle\langle\text{ty}\rangle p\langle/\text{ty}\rangle\langle\text{ty}\rangle Hc\langle/\text{ty}\rangle\langle/\text{ge}\rangle\langle/\text{mit}\rangle\langle/\text{blkbd}\rangle\langle/\text{ge}\rangle\langle/\text{rm}\rangle\langle/\text{ty}\rangle\langle/\text{blkbd}\rangle\langle/\text{f}\rangle \langle/\text{math}\rangle$, a new **compiler** for Parallel Haskell (*pH*) with complete support for the entire language. *pH* blends the powerful features of a high-level, higher-order language with implicitly parallel, non-strict semantics. The result is a language that is easy to **use** but tough to compile. The principal contribution of this work is a new code-generation algorithm that works directly on λ^* , a terse intermediate representation based on the λ -calculus. All the power of the original language is **preserved** in λ^* , and in addition, the new representation makes it easy to express the important concept of threads, groups of expressions that can **execute** sequentially, at a high-level.

Code generation proceeds in two steps. First, the **compiler** turns λ^* programs into multithreaded code for the Shared-Memory Threaded (SMT) machine, **code**-generator, by providing special mechanisms for parallelism, and improves its portability, by isolating it from any particular SMP. Unlike previous **compilers** for similar languages, the SMT code **generated** by $\langle\text{math}\rangle \langle f\rangle \langle\text{blkbd}\rangle\langle\text{ty}\rangle\langle\text{rm}\rangle\langle\text{ge}\rangle\langle\text{blkbd}\rangle\langle\text{mit}\rangle\langle\text{ge}\rangle\langle\text{ty}\rangle p\langle/\text{ty}\rangle\langle\text{ty}\rangle Hc\langle/\text{ty}\rangle\langle/\text{ge}\rangle\langle/\text{mit}\rangle\langle/\text{blkbd}\rangle\langle/\text{ge}\rangle\langle/\text{rm}\rangle\langle/\text{ty}\rangle\langle/\text{blkbd}\rangle\langle/\text{f}\rangle \langle/\text{math}\rangle$ makes **use** of suspensive threads for better **use** of sequential **processors**. Second, the **compiler** transforms SMT **instructions** into executable code. In **keeping** with the goals of simplicity and portability, the final product is emitted as a C program, with some extensions for **compiler**-controlled multithreading. This code is linked with a Run-Time System (RTS) that provides two facilities: a work-stealing scheduler and a **memory** manager with garbage-collection.

To evaluate the performance of the code, we **generated** instrumented programs. Using a small but varied set of benchmarks, we measured the components of run-time, the **instruction** mix, the scalability of code up to eight **processors**, and as a comparison, the single-processor performance against two of the latest Haskell **compilers**. We found encouraging speedups up to four **processors**, but rarely beyond. Moreover, we found substantial overhead in single-processor performance. These results are consistent with our emphasis on completeness and correctness first and on performance second. We conclude with some suggestions for future work that will remedy some of the shortcomings discovered in the evaluation. (Copies available exclusively from MIT Libraries, Rm. 14-0551, Cambridge, MA 02139-4307. Ph. 617-253-5668; Fax 617-253-1690.)

25/5/15 (Item 2 from file: 35)
DIALOG(R)File 35:Dissertation Abs Online
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01647214 ORDER NO: AAD98-33480
STATIC ASSIGNMENT OF MULTITHREADED SYSTEMS (PARTITIONING, MERGING)
Author: LUNDY, JOE CONNOR
Degree: PH.D.
Year: 1998
Corporate Source/Institution: CLEMSON UNIVERSITY (0050)
Adviser: HAROLD GROSSMAN
Source: VOLUME 59/05-B OF DISSERTATION ABSTRACTS INTERNATIONAL.
PAGE 2290. 137 PAGES
Descriptors: COMPUTER SCIENCE
Descriptor Codes: 0984

This paper presents the design **implementation** of program translation and runtime system that will allow programs written in an imperative language to be translated into a multithreaded format and to be **executed** on a general-purpose multiprocessor system. Program translation techniques are **developed** that merge program **statements** into threads, and then partition these threads to the available **processors**. Both the merging and partitioning techniques **use** metrics that estimate the speedup that would result from performing the indicated merge or partition.

After the thread partitioning, the **source code** associated with the set of threads is compiled by a traditional **compiler**, and the resulting **machine code** is then **executed** by a shared-**memory** multiprocessor. During **execution** this multiprocess is never aware of the threaded-structure of the program. However, the sequence of **executing** the threads is completely controlled by static-dataflow processing techniques. This paper also includes the empirical results of testing this design and **implementation** with a suite of eleven test programs.

25/5/16 (Item 3 from file: 35)
DIALOG(R) File 35:Dissertation Abs Online
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01428622 ORDER NO: AADAA-I9527657
LOOP OPTIMIZATION TECHNIQUES ON MULTI-ISSUE ARCHITECTURES
Author: KAISER, DAN RICHARD
Degree: PH.D.
Year: 1995
Corporate Source/Institution: THE UNIVERSITY OF MICHIGAN (0127)
Chair: TREVOR N. MUDGE
Source: VOLUME 56/04-B OF DISSERTATION ABSTRACTS INTERNATIONAL.
PAGE 2136. 183 PAGES
Descriptors: COMPUTER SCIENCE
Descriptor Codes: 0984

This work examines the interaction of **compiler** scheduling techniques with **processor**, features such as the **instruction** issue policy. Scheduling techniques designed to exploit **instruction** level parallelism are **employed** to schedule **instructions** for a set of multi-issue architectures. A **compiler** is **developed** which supports block scheduling, loop unrolling, and software pipelining for a range of target architectures. The **compiler** supports aggressive loop optimizations such as induction variable detection and strength reduction, and code hoisting. A set of machine configurations based on the MIPS R3000 **ISA** are simulated, allowing the performance of the combined **compiler - processor** to be studied. The Aurora III, a prototype superscalar **processor**, is used as a case study for the interaction of **compiler** scheduling techniques with **processor** architecture.

Our results show that the scheduling technique chosen for the **compiler** has a significant impact on the overall system performance and can even change the rank ordering when comparing the performance of VLIW, DAE and superscalar architectures. Our results further show that, while significant, the performance effects of the **instruction** issue policy may not be as large as the effects of other **processor** features, which may be less costly to **implement**, such as 64 bit wide data paths or **store** buffers.

25/5/17 (Item 4 from file: 35)
DIALOG(R) File 35:Dissertation Abs Online
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01419238 ORDER NO: AADAA-I9519447
THE FUNCTIONAL MEMORY APPROACH TO THE DESIGN OF CUSTOM COMPUTING MACHINES (MICROPROGRAMMING)
Author: HALVERSON, RICHARD PEYTON, JR.
Degree: PH.D.
Year: 1994

Corporate Source/Institution: UNIVERSITY OF HAWAII (0085)
Chairperson: ART LEW
Source: VOLUME 56/02-B OF DISSERTATION ABSTRACTS INTERNATIONAL.
PAGE 919. 204 PAGES
Descriptors: COMPUTER SCIENCE; ENGINEERING, ELECTRONICS AND ELECTRICAL
Descriptor Codes: 0984; 0544

This dissertation describes a software system and related hardware architecture in which high level language programs are compiled into gate level logic circuitry that is configured specifically to execute the compiled program. A system whose processor can be dynamically reconfigured to suit different applications is known as a custom computing machine (CCM). We have designed a new class of CCMs based on the concept of functional memory (FM), which we construct by connecting field programmable gate arrays (FPGAs) in parallel with conventional random access memory (RAM). FM is used by the processor for computing the (possibly multi-operand) expressions of the high level language program in the combinational logic provided by the FPGAs. When all program expressions are computed in FM, the necessary processor instruction set reduces to a minimal number of moves and jumps.

Our functional memory computer (FMC) is a four FPGA FM prototype with a fifth FPGA programmed as the minimal processor. The language we adopted as the high level source language for programming the FMC is a decision-table (DT) variation of standard Pascal. DT programs for a shortest path and two sorting algorithms were translated, executed, and analyzed on the FMC. The second sorting program demonstrated a nondeterministic array selection function. An analysis for the shortest path program showed that memory load/ store counts remained comparable for FMC and von Neumann implementations. However, with the FMC, a 35% reduction in total execution steps occurred because all computation steps are performed in parallel on the FMC.

The problem of compiling high level DTs to low level FMC object code is more complex than for conventional machines because each single expression in the source program can translate into several tens of lines of FPGA circuit definition code. The Windows based system developed for this purpose includes a compiler that translates source programs into intermediate assembly language modules, and an operating system that invokes system routines for assembling, linking, placing and routing, and loading the FPGA machine level object code into the minimal processor and functional memory.

25/5/18 (Item 5 from file: 35)
DIALOG(R) File 35:Dissertation Abs Online
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01279386 ORDER NO: AAD92-20752
ABSTRACT INTERPRETATIONS AND ABSTRACT MACHINES: CONTRIBUTIONS TO A
METHODOLOGY FOR THE IMPLEMENTATION OF LOGIC PROGRAMS

Author: NILSSON, ULF
Degree: PH.D.
Year: 1992
Corporate Source/Institution: UNIVERSITETET I LINKOPING (SWEDEN) (0720)
Source: VOLUME 53/11-B OF DISSERTATION ABSTRACTS INTERNATIONAL.
PAGE 5827. 177 PAGES
Descriptors: COMPUTER SCIENCE
Descriptor Codes: 0984

Because of the conceptual gap between high-level programming languages like logic programming and existing hardware, the problem of compilation often becomes quite hard. This thesis addresses two ways of narrowing this gap--program analysis through abstract interpretation and the introduction of intermediate languages and abstract machines. By means of abstract interpretations it is possible to infer program properties which are not explicitly present in the program--properties which can be used by a compiler to generate specialized code. We describe a framework for constructing and computing abstract interpretations of logic programs with

equality. The core of the framework is an abstract interpretation called the base interpretation which provides a model of the run-time behaviour of the program. The model characterized by the base interpretation consists of the set of all reachable computation states of a transition system specifying an operational semantics reminiscent of SLD-resolution. This model is in general not effectively computable, however, the base interpretation can be used for constructing new abstract interpretations which approximate this model. Our base interpretation combines both a simple and concise formulation with the ability of inferring a wide range of program properties. In addition the framework also supports efficient computing of approximate models using a chaotic iteration strategy. However, the framework supports also other computation strategies.

We also show that abstract interpretations may form a basis for implementation of deductive databases. We relate the magic templates approach to bottom-up evaluation of deductive databases with the base interpretation of C. Mellish and prove that they not only specify isomorphic models but also that the computations which lead up to those models are isomorphic. This implies that methods (for instance, evaluation and transformation techniques) which are applicable in one of the fields are also applicable in the other. As a side-effect we are also able to relate so-called "top-down" and "bottom-up" abstract interpretations.

Abstract machines and intermediate languages are often used to bridge the conceptual gap between language and hardware. Unfortunately--because of the way they are presented--it is often difficult to see the relationship between the high-level and intermediate language. In the final part of the thesis we propose a methodology for designing abstract machines of logic programming languages in such a way that much of the relationship is preserved all through the process. Using partial deduction and other transformation techniques a source program and an interpreter are "compiled" into a new program consisting of " machine code " for the source program and an abstract machine for the machine code . Based upon the appearance of the abstract machine the user may choose to modify the interpreter and repeat the process until the abstract machine reaches a suitable level of abstraction. We demonstrate how these techniques can be applied to derive several of the control instructions of Warren's Abstract Machine, thus complementing previous work by P. Kursawe who reconstructed several of the unification instructions using similar techniques.

25/5/19 (Item 6 from file: 35)
DIALOG(R)File 35:Dissertation Abs Online
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01204812 ORDER NO: AAD92-05881
PERFORMANCE PREDICTION OF SUPERCOMPUTER PROGRAMS (CACHE HIT RATIO,
PARALLEL PROCESS)

Author: ATAPATTU, DAYANANDA WIJESINGHE
Degree: PH.D.
Year: 1991
Corporate Source/Institution: INDIANA UNIVERSITY (0093)
Adviser: DENNIS B. GANNON
Source: VOLUME 52/09-B OF DISSERTATION ABSTRACTS INTERNATIONAL.
PAGE 4824. 154 PAGES
Descriptors: COMPUTER SCIENCE
Descriptor Codes: 0984

The dissertation discusses static performance prediction techniques for programs on shared- memory multiprocessing systems. While static prediction of program flow is impossible in general, structured loops usually execute a statically known instruction sequence. In most scientific applications these nested loops dominate performance characteristics. Estimation of program performance, even when program flow is known, presents some problems. In a shared- memory system, program performance estimation is complicated due to the following factors: (1) The compiler may restructure source programs and the user has to understand the restructured object code . (2) There are facility conflicts as

various **instructions** compete for limited machine resources. (3) In a hierarchical **memory system** the time for a **memory reference** depends on the location of the data item. (4) In most shared- **memory systems** **memory bandwidth creates** a bottleneck which limits the data transfer rate.

The dissertation investigates performance prediction in the presence of the above problems. The theories presented are **implemented** in an interactive performance predictor and estimated values are compared against actual run-time results.

25/5/20 (Item 7 from file: 35)
DIALOG(R)File 35:Dissertation Abs Online
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01099603 ORDER NO: NOT AVAILABLE FROM UNIVERSITY MICROFILMS INT'L.
AN EARLY IMPLEMENTATION OF REVISED ALGOL 68 GARBAGE COLLECTION USING RECOGNIZABLE POINTERS

Author: SCHLICHTING, JOSEPHUS JOHANNES FRANCISCUS MARIA

Degree: DR.

Year: 1989

Corporate Source/Institution: TECHNISCHE UNIVERSITEIT TE DELFT (THE NETHERLANDS) (0951)

Source: VOLUME 51/02-C OF DISSERTATION ABSTRACTS INTERNATIONAL.
PAGE 301. 150 PAGES

Descriptors: COMPUTER SCIENCE

Descriptor Codes: 0984

Location of Reference Copy: DELFT UNIVERSITY OF TECHNOLOGY, DELFT, THE NETHERLANDS

An almost complete **implementation** of ALGOL 68 Revised has been realized. The extensions to the language include removal of most restrictions imposed by the ALGOL 68 scope rule, separate compilation facilities, a method to allow the definition of operators in terms of machine **instructions**, called ICF-macros, and a FORTRAN interface.

Preludes and postludes may be nested, but each level of nesting requires compilation of the innermost level prelude and postlude.

The treatment of the scope rule restricts run-time scope checks to the checking of the scope of a routine at the time the routine is activated.

The **compiler** **executes** six complete scans of the source program in some intermediate form. The first three scans are largely machine independent and perform the lexical, syntactic and semantic analysis of the source text. The remaining scans **generate**, optimize and edit the **object code**.

The run-time system **employs** a stack and a heap to **store** data. The stack contains fixed size segments for each active procedure and all data that cannot be allocated in fixed segments or that is referred to by pointers, of which the scope is not known at compile time, is allocated on the heap.

This approach simplifies stack handling at the expense of heap activity. Therefore a simple and fast garbage collector is required. Pointers are internally represented as out of range floating point numbers in a format acceptable to but not **generated** by the floating point hardware **instructions**.

This representation of pointers simplifies the recognition of pointers in the marking phase of the garbage collector and also makes it possible to allocate the links of marked pointer chains in the pointers themselves.

The garbage collector based on this representation is simple and fast and does not require any special provisions in the **generated** code other than initialization of all data to a bit pattern that is distinguishable from the patterns used to represent pointers.

By exploiting the hardware characteristics of the Control Data computer system we succeeded in building a fast and elegant garbage collector without placing a burden on the **compiler**.

25/5/21 (Item 8 from file: 35)
DIALOG(R)File 35:Dissertation Abs Online

1080854 ORDER NO: AAD89-24956

**SELF-SCHEDULING, DATA SYNCHRONIZATION AND PROGRAM TRANSFORMATION FOR
MULTIPROCESSOR SYSTEMS**

Author: TANG, PEIYI

Degree: PH.D.

Year: 1989

Corporate Source/Institution: UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN
(0090)

ADVISER: PEN-CHUNG YEW

Source: VOLUME 50/07-B OF DISSERTATION ABSTRACTS INTERNATIONAL.
PAGE 3023. 230 PAGES

Descriptors: COMPUTER SCIENCE

Descriptor Codes: 0984

The limitation of vector supercomputing and of device speed has led to the development of multiprocessor supercomputers. Although large tightly-coupled shared- **memory** multiprocessor systems have become feasible, such systems cannot be considered successful, unless their numerous **processors** can coordinate with each other efficiently for a wide range of applications. Advanced software techniques and their supports from system architectures are keys to the success of modern multiprocessor supercomputers.

This dissertation first concentrates on two important software issues for large multiprocessor systems: **processor** scheduling and data synchronization.

Self-scheduling, an efficient dynamic heuristic scheduling, is a practical solution to the scheduling problem of multiprocessor systems. We propose several self-scheduling schemes which can be used by a **compiler** to generate self-scheduling **object codes** for parallel programs. Since busy-waiting is used to enforce cross-iteration data dependences, deadlocks in self-scheduling are possible. We identify the conditions that allow deadlock-free self-scheduling for different self-scheduling models and propose the **use** of an appropriate scheduling order for allocating **processors** to prevent deadlocks. Self-scheduling order also has significant impact on the performance of parallel loops with cross-iteration data dependences. We propose the shortest-delay self-scheduling (SDSS) order based on Doacross delays determined by cross-iteration data dependences. We show by simulation that SDSS can offer near-optimal performance in most cases. A compile-time program transformation for SDSS is also presented.

Data synchronization is necessary to enforce cross-iteration data dependences. We propose a set of data-level synchronization **instructions** to support data synchronization. **Compiler** algorithms for generating these data-level synchronization **instructions** for different types of subscript functions are presented.

The last part of the dissertation addresses an architecture issue of large multiprocessor systems: "hot-spot" contention. We suggest the **use** of software combining to distribute "hot-spot" addressings. A number of software combining algorithms for different access patterns, such as barrier synchronization, fetch-and-add type of operations and semaphore P/V operations, are presented.

25/5/22 (Item 9 from file: 35)
DIALOG(R)File 35:Dissertation Abs Online
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1068559 ORDER NO: AAD89-16082

**OPTIMIZATION AND GARBAGE COLLECTION IN ADA PROGRAMS ON SHARED MEMORY
COMPUTERS**

Author: OPEROWSKY, HOWARD LAWRENCE

Degree: PH.D.

Year: 1989

Corporate Source/Institution: NEW YORK UNIVERSITY (0146)

ADVISER: EDMOND SCHONBERG

Source: VOLUME 50/04-B OF DISSERTATION ABSTRACTS INTERNATIONAL.

PAGE 1509. 295 PAGES

Descriptors: COMPUTER SCIENCE

Descriptor Codes: 0984

Compiler development for Ada is still in its infancy. Despite its goal of supporting embedded systems in an efficient manner, Ada programs still tend to be large and slow. In this thesis, we investigate three issues related to the efficient **implementation** of Ada programs: run-time representation of types and objects, reduction of run-time constraint checking, and parallel garbage collection on a shared **memory** multiprocessor.

We present a collection of type templates for scalar and composite types which are storage-efficient and allow for efficient **object code** to be **produced** by the code generator. We present an algorithm for constructing these templates at run-time when constraint information is unavailable at compile-time.

We show that a global optimizer is not required to reduce the overhead of constraint checking in Ada programs. We present a series of data-flow equations for available expressions and **use** them as the basis for a simple algorithm to eliminate redundant constraint checks. The algorithm is syntax-directed and is **executed** in a single pass over the source program's abstract syntax tree. No control flow analysis is required. Our algorithm also includes constant propagation **using** an extended framework and induction variable analysis. Because the algorithm operates on the abstract syntax tree, induction variable analysis is simplified. Although programs with goto **statements** are not considered, the exit **statement** is handled fully. We also examine the effects of shared variables and exception handling.

No commercial **compiler** for Ada currently performs garbage collection. We examine the difficulties in garbage collection presented by Ada and present practical algorithms for Ada on shared **memory** multiprocessors. We extend Kung and Song's on-the-fly garbage collection algorithm to support multiple tasks on the NYU Ultracomputer/IBM RP3 **computers**. We prove that no additional synchronization is required because of Ada's rules on the **use** of shared variables.

25/5/23 (Item 10 from file: 35)

DIALOG(R) File 35:Dissertation Abs Online

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1046085 ORDER NO: AAD89-05875

DENOTATIONAL SEMANTICS-DIRECTED COMPILER GENERATION FOR DATA FLOW MACHINES

Author: CHAO, WILLIAM SHAN-JON

Degree: PH.D.

Year: 1988

Corporate Source/Institution: THE UNIVERSITY OF ALABAMA IN BIRMINGHAM (0005)

CHAIRMAN: BARRETT R. BRYANT

Source: VOLUME 49/12-B OF DISSERTATION ABSTRACTS INTERNATIONAL.
PAGE 5395. 135 PAGES

Descriptors: COMPUTER SCIENCE

Descriptor Codes: 0984

The denotational semantics approach, also known as the mathematical approach, to formal specification of programming languages contains detailed information for the **implementation** of the languages. A **compiler** for a programming language can be systematically constructed from the formal denotational semantics specification by applying the function of the specification to the source program. This is called the compile evaluate approach for denotational semantics or **compiler** generation.

There are two serious problems which arise in existing denotational semantics **implementation** systems. The first one is that the semantics of the **generated** code may be different from the semantics of the source program. This semantics inconsistency occurs because the denotational

semantics of the programming language is not computationally correct and the **compiler** computation steps are not properly evaluated during code optimization of the **generated** denotational expression. The second problem is that the **generated** code may not be as efficient as target code generated by a conventional hand-coded **compiler** due to the fact that most denotational semantic **implementation** systems generate theoretical instead of real **machine code**.

Our **compiler** generation system is an improvement over other **compiler** generation systems in three ways: (1) We define a computationally correct denotational semantics for a programming language based on correct order computation rules. Then we do all partial evaluation based on the computation rule which are explicitly specified in the definitions. (2) We show how denotational code optimization of imperative programs can be taken much further than present denotational semantics-based methods by unfreezing the **store** algebra and allowing partial evaluation to proceed on **store**-based entities. We have specifically demonstrated constant folding and in-line function expansion using this technique. Additional optimizations we perform are the detection of loop invariants and elimination of common subexpressions in denotational expressions. All these optimizations make considerable improvements in the denotational **machine code**. (3) We introduce a set of combinators for the optimized denotational expressions which correspond to the **instructions** of a data flow machine. These combinators complete a formal mapping from the source program to data flow **machine code** which displays the maximum amount of parallelism of the original imperative program.

The result of our system is that an imperative program can be compiled into highly optimized code which may be **executed** in parallel for maximum efficiency.

25/5/24 (Item 11 from file: 35)
DIALOG(R)File 35:Dissertation Abs Online
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771855 ORDER NO: AAD82-05047
OPTIMAL MIXED CODE GENERATION FOR MICROCOMPUTERS
Author: PHOTOPoulos, DEMETRIUS S.
Degree: PH.D.
Year: 1981
Corporate Source/Institution: NORTHEASTERN UNIVERSITY (0160)
Source: VOLUME 42/09-B OF DISSERTATION ABSTRACTS INTERNATIONAL.
PAGE 3752. 219 PAGES
Descriptors: COMPUTER SCIENCE
Descriptor Codes: 0984

A method of generating the most effective partially assembled versions of interpretive programs is introduced.

In the first part an interpretive language, XIL, is presented which is quite efficient in its use of **memory** space. Emphasis is given to the language facilities, that make possible the mixing of interpretive code and **machine code** in the same program. The interpreter, and the assembler that translates sections of XIL programs to VAX-11/780 **machine code**, are described.

In the second part the algorithms are developed, which are for deriving the most effective partially assembled program versions. The algorithms work based on the frequency of **execution** of the statements of the programs, and they take into account the effects, in time and space utilization, of the special **instructions** which accomplish the transitions from one coding mode to the other. An example of application of the algorithms is given, where the **execution**-time versus **memory**-space tradeoffs are found, for the most effective partially assembled versions of a XIL program, that translates PASCAL programs to XIL code.

25/5/25 (Item 12 from file: 35)
DIALOG(R)File 35:Dissertation Abs Online

746827 ORDER NO: AAD81-10908

A COMPUTER SYSTEM FOR CHECKING PROOFS

Author: JOHNSON, SCOTT DAVID

Degree: PH.D.

Year: 1981

Corporate Source/Institution: CORNELL UNIVERSITY (0058)

Source: VOLUME 41/12-B OF DISSERTATION ABSTRACTS INTERNATIONAL.

PAGE 4579. 345 PAGES

Descriptors: COMPUTER SCIENCE

Descriptor Codes: 0984

In 1975, a project was begun at Cornell University to produce a programming logic in which formal proofs of programs could be written and mechanically checked. The result of this project is the programming logic PL/CV. The PL/CV logic contains rules for the first order predicate calculus, Peano arithmetic, the theory of equality, and the PL/CS programming language. The thesis concerns a computer system used to check proofs written in PL/CV. The correctness of the overall design of the Proof Checker and several of the algorithms employed are argued.

The Proof Checker is divided into two modules. The first module is the Local Context Checker (LCC), which inputs a proof and processes it in much the same fashion as a compiler processes a program. But instead of producing machine code, the LCC produces a series of instructions called V-code. The LCC performs checking that only requires examining a small window in the proofs. The global aspects of the proof are represented by the V-code, and are checked by the second module, the V-code Interpreter. Abbreviation rules are built into the LCC and automatic deduction rules are built into the V-code Interpreter that reduce the amount of detail required in proofs.

It is important that the Proof Checker have a good method for representing quantified formulas. A method of representation is presented that eliminates some technical problems often associated with bound variables and substitution. Bound variables are represented by storing the number of quantifiers along the path in the parse tree from the variable to the binding quantifier in lieu of a variable name. Operations that must be commonly performed on quantified formulas by the LCC can be efficiently performed using this representation.

The PL/CV predicate calculus rules are proved to be equivalent to Gentzen's Natural Deduction. The syntax of the PL/CV predicate calculus and its macro feature are discussed from the standpoint of human engineering. The use of ALGOL scope rules and V-code in checking predicate calculus proofs is discussed.

For each construct in the programming language PL/CS, the proof rule used in PL/CV is presented and its strengths and weaknesses are discussed. Then the V-code generated for that construct is presented. A theorem is proved that is used to derive the V-code generated for each of the control constructs. A generalized control construct is proposed as a replacement for all but one of the control constructs in PL/CS.

The V-code Interpreter is based on two algorithms that solve similar problems. In each case, we are given a set S of pairs of formulas that are known to be equivalent. If P(,1) and P(,2) are formulas, then P(,1) = P(,2) is defined to hold whenever it is possible to transform P(,1) to P(,2) by applying to P(,1) a sequence of substitutions resulting in P(,2), where each substitution replaces an occurrence of some Q(,1) by a Q(,2) such that (Q(,1), Q(,2)) or (Q(,2), Q(,1)) is a pair in S. The problem is to compute the relation (TBOND).

One solution is given for a particular infinite set S, which includes axioms such as commutativity and associativity. Given two formulas P and Q, it can be determined in O((VBAR)P(VBAR)('2) + (VBAR)Q(VBAR)('2)) time whether P (TBOND) Q. A second solution is given for any finite set S. A series of instructions that adds pairs to S and tests for equivalences based on the current value of S can be processed in expected time O(N log N), where N is the total size of all the formulas in the instructions.

The thesis is concluded with a short essay on the direction the author feels future research in program verification should take.

25/5/26 (Item 13 from file: 35)
DIALOG(R)File 35:Dissertation Abs Online
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742771 ORDER NO: AAD81-07880

A COMPUTER ARCHITECTURE FOR THE DYNAMIC OPTIMIZATION OF HIGH-LEVEL LANGUAGE PROGRAMS

Author: HARBISON, SAMUEL POLLOCK, III

Degree: PH.D.

Year: 1980

Corporate Source/Institution: CARNEGIE-MELLON UNIVERSITY (0041)

Source: VOLUME 41/10-B OF DISSERTATION ABSTRACTS INTERNATIONAL.

PAGE 3831. 177 PAGES

Descriptors: COMPUTER SCIENCE

Descriptor Codes: 0984

One of the disadvantages of high-level languages has been the necessity of using expensive optimizing compilers to generate efficient object code. This thesis describes and analyzes TM, a computer architecture that dynamically performs many optimizations commonly seen in such compilers, including common subexpression elimination, code motion, and register allocation. The architecture is based on an efficient, stack-oriented instruction set and is augmented with a special cache that holds the values of expressions and their dependencies. Experiments comparing the performance of TM and the a traditional register architecture on a set of test programs show that a simple, nonoptimizing compiler can generate object code for TM that is smaller and faster than the code produced by an optimizing compiler for the register architecture. A cost analysis shows that TM's hardware mechanisms need not be expensive in comparison with traditional architectures and that the savings in compiler development costs are significant. Additional experiments investigate cache behavior and analyze alternative implementations.

25/5/27 (Item 14 from file: 35)
DIALOG(R)File 35:Dissertation Abs Online
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699278 ORDER NO: AAD80-24756.

A LANGUAGE-ORIENTED APPROACH TO COMPUTER ARCHITECTURE

Author: WILCOX, CLARK ROGER

Degree: PH.D.

Year: 1980

Corporate Source/Institution: STANFORD UNIVERSITY (0212)

Source: VOLUME 41/05-B OF DISSERTATION ABSTRACTS INTERNATIONAL.

PAGE 1835. 380 PAGES

Descriptors: COMPUTER SCIENCE

Descriptor Codes: 0984

A language-oriented approach to computer architecture starts with a high-level language, from which an "ideal" program representation and execution environment is derived, which in turn determines an "ideal" processor architecture. This is in contrast to the conventional approach wherein a single fixed instruction set supports all languages.

In order to examine and evaluate the issues raised by the language-oriented approach, a methodology is presented for deriving successive levels in a design hierarchy consisting of the following components: an abstract syntax and abstract semantics for the language; derivation and interpretation of a token stream and a bit-oriented code stream; language processor architecture; and program monitoring facilities.

The methodology is applied to a particular machine-independent

high-level language in order to obtain detailed data concerning static program size and dynamic **execution** characteristics. A language-specific representation, postfix code, is designed according to this methodology. Postfix code is up to one fifth the size of conventional **machine code** and is simple to **generate**.

A **computer** architecture is designed for interpretive **execution** of bit-oriented code streams. The 32-bit **processor** has a control **store** for micro-coded interpreters, hardware maintenance of the code stream, table-driven variable-width field extraction and operator dispatch in parallel with micro-code **execution**, and two micro-level stacks. The **processor** is unbiased with regard to the source language in that it defines neither the form of the **instruction** stream, nor the formats of data structures. A micro-coded postfix interpreter is used to **execute** a number of program modules compiled into postfix code. The postfix **execution** is compared with a conventional **implementation** and shown to be superior in every measured quantity; for example it has half as many **instruction** loads.

A novel feature of postfix code is its ability to be decompiled into source text, including variable names. This provides the basis for a display-oriented program **development** and monitoring environment which can decompile and display the program text during a debugging session, with the cursor following the **execution** locus while in single-step mode. Breakpoints are set by moving the cursor to the desired point in the displayed text.

25/5/28 (Item 1 from file: 2)

DIALOG(R) File 2:INSPEC

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6735609 INSPEC Abstract Number: C2000-11-5220P-042

Title: Improving binary compatibility in VLIW machines through compiler assisted dynamic rescheduling

Author(s): Biglari-Abhari, M.; Eshraghian, K.; Liebelt, M.J.

Author Affiliation: Centre for Very High Speed Microelectron. Syst., Edith Cowan Univ., Joondalup, WA, Australia

Conference Title: Proceedings of the 26th Euromicro Conference. EUROMICRO 2000. Informatics: Inventing the Future Part vol.1 p.386-93 vol.1

Editor(s): Vajda, F.

Publisher: IEEE Comput. Soc, Los Alamitos, CA, USA

Publication Date: 2000 Country of Publication: USA 2 vol. xv+467+475 pp.

ISBN: 0 7695 0780 8 Material Identity Number: XX-2000-02110

U.S. Copyright Clearance Center Code: 1089-6503/2000/\$10.00

Conference Title: Proceedings of Euromicro Workshop on Multimedia and Telecommunications

Conference Date: 5-7 Sept. 2000 Conference Location: Maastricht, Netherlands

Language: English Document Type: Conference Paper (PA)

Treatment: Applications (A); Practical (P)

Abstract: One of the main problems that prevents extensive use of VLIW architectures for non-numeric programs is lack of **object code** (or binary) compatibility among different **implementations** of the same architecture. This is due to exposing all architectural features to **generate** code at compile time. New features of a VLIW machine may lead to incorrect results by **executing** the code compiled for the older machine. In this paper, a new approach to overcome this problem is presented, which we call dynamic VLIW generation (DVG). It is performed with the help of code annotation provided by the **compiler**, to reduce the complexity of the required hardware. In the DVG technique, operations are rescheduled for the new machine at the time of **instruction cache** miss repair. In this way, the rescheduler hardware is not located in the **execution** pipeline engine avoiding potentially longer cycle times. To simplify the dependency checking hardware, dependency information is encoded for each operation at compile time. This information can be combined into the final binary code, or may be provided as a separate file, which can be loaded into **memory** at

execution time by the OS loader. In this technique operations can be rescheduled speculatively and a mechanism is presented to prevent destroying the contents of live registers. Experimental results show that the performance of rescheduled code using the DVG technique is about 10% worse than code compiled directly for the target processor. (21 Refs)

Subfile: C

Descriptors: computational complexity; parallel architectures; performance evaluation; processor scheduling

Identifiers: binary compatibility; VLIW machines; compiler assisted dynamic rescheduling; VLIW architectures; dynamic VLIW generation; code annotation; instruction cache miss repair; execution pipeline engine

Class Codes: C5220P (Parallel architecture); C5440 (Multiprocessing systems); C4240C (Computational complexity); C5470 (Performance evaluation and testing)

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25/5/29 (Item 2 from file: 2)

DIALOG(R)File 2:INSPEC

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6450316 INSPEC Abstract Number: C2000-02-6150C-007

Title: Compiler optimization by enhanced loop fusion

Author(s): Iwasawa, K.

Author Affiliation: Dept. of Comput. Sci., Takushoku Univ., Tokyo, Japan

Conference Title: Proceedings of the Seventeenth IASTED International Conference. Applied Informatics p.634-7

Editor(s): Hamza, M.H.

Publisher: ACTA Press, Anaheim, CA, USA

Publication Date: 1999 Country of Publication: USA 699 pp.

ISBN: 0 88986 241 9 Material Identity Number: XX-1999-00795

Conference Title: Proceedings of 17th IASTED International Conference on Applied Informatics (AI'99)

Conference Sponsor: IASTED

Conference Date: 15-18 Feb. 1999 Conference Location: Innsbruck, Austria

Language: English Document Type: Conference Paper (PA)

Treatment: Practical (P)

Abstract: Loop fusion is often very effective in achieving run time speed up because it reduces the numbers of loop control instructions in a program. In particular, new programming languages like Fortran90/HPF include array descriptions, which allow operations that theoretically can be executed simultaneously on each array element; in practice, the compiler can choose how to execute these simultaneous operations. Vector processors can execute these simultaneous operations efficiently, but for a processor that does not have any vector facility, the compiler generates many small loops from array descriptions, and these loops result in poor performance. In such cases, if the use of loop fusion causes a change in the order of statements in the program, then the compiler has to keep track of the semantics of the program. This paper presents a compiler optimization technique for loop fusion of array descriptions; the technique is also useful for the for-loop of the C language. The motivation behind developing this technique is to optimize the speed of the object code created by loop fusion, and to clarify the method used by the compiler. It has been claimed that if the direction of data dependency were changed by loop fusion, it would be impossible to fuse loops. The technique described can fuse some such loops by employing temporary arrays. We believe that the technique is quite powerful and general. (4 Refs)

Subfile: C

Descriptors: optimising compilers ; subroutines

Identifiers: enhanced loop fusion; compiler optimization; run time speed up; loop control instructions ; array descriptions; Fortran90; HPF; Vector processors ; program statements ; program semantics; for-loop; C language; object code ; data dependency; temporary arrays

Class Codes: C6150C (Compilers, interpreters and other processors)

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25/5/30 (Item 3 from file: 2)

DIALOG(R)File 2:INSPEC

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6449160 INSPEC Abstract Number: B2000-02-1265F-007, C2000-02-5130-003

Title: A memory power optimization technique for application specific embedded systems

Author(s): Ishihara, T.; Yasuura, H.

Author Affiliation: Dept. of Comput. Sci. & Commun. Eng., Kyushu Univ., Fukuoka, Japan

Journal: IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences vol.E82-A, no.11 p.2366-74

Publisher: Inst. Electron. Inf. & Commun. Eng,

Publication Date: Nov. 1999 Country of Publication: Japan

CODEN: IFESEX ISSN: 0916-8508

SICI: 0916-8508(199911)E82A:11L.2366:MPOT;1-T

Material Identity Number: P710-1999-012

Language: English Document Type: Journal Paper (JP)

Treatment: Applications (A); Practical (P); Experimental (X)

Abstract: In this paper, a novel application specific power optimization technique utilizing small instruction ROM which is placed between an instruction cache or a main program memory and CPU core is proposed. Our optimization technique targets embedded systems which assume the following: (i) instruction memories are organized by two on-chip memories, a main program memory and a subprogram memory, (ii) these two memories can be independently powered-up or powered-down by a special instruction of a core processor, and (iii) a compiler optimizes an allocation of object code into these two memories so as to minimize average of read energy consumption. In many application programs, only a few basic blocks are frequently executed. Therefore, allocating these frequently executed basic blocks into low power subprogram memory leads significant energy reduction. Our experiments with actual ROM (Read Only Memory) modules created with 0.5 μm CMOS process technology, and MPEG2 codec program demonstrate significant energy reductions up to more than 50% at best case over the previous approach that applies only divided bit and word lines structure. (10 Refs)

Subfile: B C

Descriptors: application specific integrated circuits; circuit optimisation; CMOS digital integrated circuits; embedded systems; hardware-software codesign; instruction sets; low-power electronics; microprocessor chips

Identifiers: memory power optimization technique; application specific embedded systems; small instruction ROM; instruction memories; core processor; object code; read energy consumption; low power subprogram memory; CMOS process technology; energy reductions; 0.5 micron

Class Codes: B1265F (Microprocessors and microcomputers); B1265A (Digital circuit design, modelling and testing); B2570D (CMOS integrated circuits); C5130 (Microprocessor chips); C7410D (Electronic engineering computing); C5215 (Hardware-software codesign)

Numerical Indexing: size 5.0E-07 m

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25/5/31 (Item 4 from file: 2)

DIALOG(R)File 2:INSPEC

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6449156 INSPEC Abstract Number: B2000-02-1265F-005, C2000-02-5135-004

Title: A hardware/software cosynthesis system for digital signal processor cores

Author(s): Togawa, N.; Yanagisawa, M.; Ohtsuki, T.

Author Affiliation: Dept. of Electron. Inf. & Commun. Eng., Waseda Univ., Tokyo, Japan

Journal: IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences vol.E82-A, no.11 p.2325-37

Publisher: Inst. Electron. Inf. & Commun. Eng,
Publication Date: Nov. 1999 Country of Publication: Japan
CODEN: IFESEX* ISSN: 0916-8508
SICI: 0916-8508(199911)E82A:11L.2325:HSCS;1-B
Material Identity Number: P710-1999-012

Language: English Document Type: Journal Paper (JP)
Treatment: Applications (A); Practical (P); Experimental (X)
Abstract: This paper proposes a hardware/software cosynthesis system for digital signal **processor** cores and a hardware/software partitioning algorithm which is one of the key issues for the system. The target **processor** has a VLIW-type core which can be composed of a **processor** kernel, multiple data **memory** buses (X-bus and Y-bus), hardware loop units, addressing units, and multiple functional units. The **processor** kernel includes five pipeline stages (RISC-type kernel) or three pipeline stages (DSP-type kernel). Given an application program written in the C language and a set of application data, the system synthesizes a **processor** core by selecting an appropriate kernel (RISC-type or DSP-type kernel) and required hardware units according to the application program/data and the hardware costs. The system also generates the **object code** for the application program and a software environment (**compiler** and simulator) for the **processor** core. The experimental results demonstrate that the system synthesizes **processor** cores effectively according to the features of an application program and the synthesized **processor** core's execute most application programs with the minimum number of clock cycles compared with several existing **processors**. (36 Refs)

Subfile: B C

Descriptors: C language; digital signal processing chips; hardware-software codesign; parallel architectures; pipeline processing; reduced **instruction** set computing

Identifiers: hardware/software cosynthesis system; digital signal **processor** cores; hardware/software partitioning algorithm; **processor** kernel; multiple data **memory** buses; hardware loop units; addressing units ; multiple functional units; pipeline stages; C language; RISC-type kernel; DSP-type kernel; hardware costs; **object code**; software environment; application program; application programs; clock cycles

Class Codes: B1265F (Microprocessors and microcomputers); B1265A (Digital circuit design, modelling and testing); C5135 (Digital signal processing chips); C5215 (Hardware-software codesign); C7410D (Electronic engineering computing); C5220P (Parallel architecture)

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25/5/32 (Item 5 from file: 2)
DIALOG(R)File 2:INSPEC
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6084624 INSPEC Abstract Number: C9812-6150C-034
Title: Efficient JavaVM just-in-time compilation
Author(s): Krall, A.
Author Affiliation: Inst. fur Computersprachen, Tech. Univ. Wien, Austria
Conference Title: Proceedings. 1998 International Conference on Parallel Architectures and Compilation Techniques (Cat. No.98EX192) p.205-12
Publisher: IEEE Comput. Soc, Los Alamitos, CA, USA
Publication Date: 1998 Country of Publication: USA xiii+435 pp.
ISBN: 0 8186 8591 3 Material Identity Number: XX98-02839
U.S. Copyright Clearance Center Code: 0 8186 8591 3/98/\$10.00
Conference Title: Proceedings 1998 International Conference on Parallel Architectures and Compilation Techniques
Conference Sponsor: IFIP WG 10.3; IEEE Comput. Soc.; INRIA; ACM; TELECOM Paris
Conference Date: 12-18 Oct. 1998 Conference Location: Paris, France
Language: English Document Type: Conference Paper (PA)
Treatment: Practical (P)
Abstract: Conventional **compilers** are designed for producing highly optimized code without paying much attention to compile time. The design goals of Java just-in-time **compilers** are different: **produce** fast code at the smallest possible compile time. In this article we present a very

fast algorithm for translating JavaVM byte code to high quality machine code for RISC processors... This algorithm handles combines instructions, does copy elimination and coalescing and does register allocation. It comprises three passes: basic block determination, stack analysis and register preallocation, final register allocation and machine code generation. This algorithm replaces an older one in the CACAO JavaVM implementation reducing the compile time by a factor of seven and producing slightly faster machine code. The speedup comes mainly from following simplifications: fixed assignment of registers at basic block boundaries, simple register allocator better exception handling better memory management and fine tuning the implementation. The CACAO system is currently faster than every JavaVM implementation for the Alpha processor and generates machine code for all used methods of the javac compiler and its libraries in 60 milliseconds on an Alpha workstation. (16 Refs)

Subfile: C

Descriptors: parallel programming; program compilers

Identifiers: compilers ; JavaVM; RISC processors ; register allocation; block determination; stack analysis; register preallocation; CACAO system; JavaVM implementation ; native code compilation; just-in-time compilation

Class Codes: C6150C (Compilers, interpreters and other processors); C6110P (Parallel programming).

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25/5/33 (Item 6 from file: 2)

DIALOG(R) File 2:INSPEC

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5745268 INSPEC Abstract Number: C9712-6150C-008

Title: An object code compression approach to embedded processors

Author(s): Yoshida, Y.; Song, B.-Y.; Okuhata, H.; Onoye, T.; Shirakawa, I.

Author Affiliation: Dept. Inf. Syst. Eng., Osaka Univ., Japan

Conference Title: Proceedings 1997 International Symposium on Low Power Electronics and Design (IEEE Cat. No.97TH8332) p.265-8

Publisher: ACM, New York, NY, USA

Publication Date: 1997 Country of Publication: USA x+335 pp.

ISBN: 0 89791 903 3 Material Identity Number: XX97-02049

U.S. Copyright Clearance Center Code: 0 89791 903 3/97/08..\$3.50

Conference Title: Proceedings of 1997 International Symposium on Low Power Electronics and Design .

Conference Sponsor: ACM SIGDA; IEEE Circuits & Syst. Soc

Conference Date: 18-20 Aug. 1997 Conference Location: Monterey, CA, USA

Language: English Document Type: Conference Paper (PA)

Treatment: Applications (A); Practical (P); Experimental (X)

Abstract: A low-power processor architecture is described dedicatedly for embedded application programs by means of an object code compression approach. This approach unifies duplicated instructions existing in the embedded program and assigns a compressed object code to such an instruction. An instruction decompressor is constructed so as to generate an object code from each compressed object code (pseudo code) input. A single-chip implementation of this decompressor together with a processor core can effectively reduce the bandwidth required for the I/O interface. To demonstrate the practicability of the proposed approach, experiments are applied to an embedded processor ARM610 which attains 62.5% code compression, and hence 42.3% of the power consumption of instruction memory can be reduced. (12 Refs)

Subfile: C

Descriptors: data compression; microprocessor chips; program compilers ; real-time systems

Identifiers: object code compression; embedded processors ; low-power processor architecture; embedded application programs; instruction decompressor; single-chip implementation ; I/O interface bandwidth requirement; ARM610 processor ; power consumption reduction; instruction memory

Class Codes: C6150C (Compilers, interpreters and other processors); C5130
(Microprocessor chips)
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25/5/34 (Item 7 from file: 2)
DIALOG(R)File 2:INSPEC
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5513190 INSPEC Abstract Number: C9704-6150C-024
Title: Highlights from nhc-a space-efficient Haskell compiler
Author(s): Rojerno, N.
Author Affiliation: Dept. of Comput. Sci., Chalmers Univ. of Technol.,
Goteborg, Sweden

Conference Title: Conference Record of FPCA '95. SIGPLAN-SIGARCH-WG2.8.
Conference on Functional Programming Languages and Computer Architecture
p.282-92

Publisher: ACM, New York, NY, USA
Publication Date: 1995 **Country of Publication:** USA viii+333 pp.
ISBN: 0 89791 719 7 **Material Identity Number:** XX95-01353
U.S. Copyright Clearance Center Code: 0 89791 719 7/95/0006.\$3.50
Conference Title: Proceedings of 7th Annual SIGPLAN/SIGARCH/WG2.8
Conference on Functional Programming Languages and Computer Architecture

Conference Sponsor: ACM SIGPLAN; ACM SIGARCH; IFIP
Conference Date: 25-28 June 1995 **Conference Location:** La Jolla, CA,
USA

Language: English **Document Type:** Conference Paper (PA)
Treatment: Practical (P)
Abstract: Self-compiling implementations of Haskell, i.e., those written in Haskell, have been and, except one, are still space consuming monsters. Object code size for the compilers themselves are 3-8 MByte, and they need 12-20 MByte to recompile themselves. One reason for the huge demands for memory is that the main goal for these compilers is to produce fast code. However, the compiler described in this paper, called nhc for Nearly a Haskell Compiler, is the above mentioned exception. This compiler concentrates on keeping memory usage down, even at a cost in time. The code produced is not fast but nhc is usable, and the resulting programs can be run on computers with small memory. This paper describes some of the implementation choices done in the Haskell part of the source code, to reduce memory consumption in nhc. It is possible to use these also in other Haskell compilers with no, or very small, changes to their run-time systems. Time is neither the main focus of nhc nor of this paper, but there is nevertheless a small section about the speed of nhc. The most notable observation concerning speed is that nhc spends approximately half the time processing interface files, which is much more than needed in the type checker. Processing interface files is also the most space consuming part of nhc in most cases. It is only when compiling source files with large sets of mutually recursive functions that more memory is needed to type check than to process interface files. (16 Refs)

Subfile: C
Descriptors: functional languages; functional programming; program compilers ; software performance evaluation
Identifiers: nhc; Haskell compiler ; self-compiling implementations ; object code size; memory demands; Nearly a Haskell Compiler ; functional language; memory consumption; run-time systems; speed; interface files; type checker; source files; mutually recursive functions; type checking; 8 MByte; 20 MByte

Class Codes: C6150C (Compilers, interpreters and other processors); C6110
(Systems analysis and programming); C6140D (High level languages)
Numerical Indexing: memory size 8.4E+06 Byte; memory size 2.1E+07 Byte
Copyright 1997, IEE

25/5/35 (Item 8 from file: 2)
DIALOG(R)File 2:INSPEC
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5174931 INSPEC Abstract Number: C9603-6115-008

Title: Programming PowerPC embedded applications

Author(s): Mihalik, S.; Sobek, S.; Zucker, S.

Journal: Embedded Systems Programming vol.8, no.12 p.82-91

Publisher: Miller Freeman,

Publication Date: Dec. 1995 Country of Publication: USA

CODEN: EYPRE4 ISSN: 1040-3272

SICI: 1040-3272(199512)8:12L.82:PPEA;1-R

Material Identity Number: 0692-96001

Language: English Document Type: Journal Paper (JP)

Treatment: Practical (P)

Abstract: A common problem with **developing** embedded applications today is lack of interoperability. Software written for one vendor's tools cannot interoperate with tools from another vendor. Therefore, a **developer** cannot "mix and match" **compilers**, debuggers, and other software tools. In the absence of a common ABI, code libraries are nonportable, which eliminates the benefit of reusing **object code**. In addition, assembly language code must be rewritten when used with tools or other code having different register and **memory** conventions. These restrictions also affect tool vendors. For example, an outstanding debugging product that cannot interoperate with many **compilers** will have fewer sales. The PowerPC Embedded Application Binary Interface was **developed** by industry members who desired interoperability for embedded PowerPC applications. The EABI represents an optimization of the SVR4 desktop application Binary Interface for embedded applications. The embedded optimizations made were to minimize **memory** usage while maintaining performance. An Application Binary Interface (ABI) is a set of software conventions to allow software interoperability. For example, PowerPC **processors** do not have a hardware stack pointer. Consequently, software engineers working on a project must agree on which general purpose register to **use** as the stack pointer. In addition, any off-the-shelf operating system, **compiler**, or debugger used in the project must support **using** that register as a stack pointer, as well as other related conventions. What is the EABI? The PowerPC Embedded Application Binary Interface (EABI) is an extension of the industry standard Unix. (2 Refs)

Subfile: C

Descriptors: open systems; programming environments; real-time systems; reduced **instruction** set computing; Unix

Identifiers: PowerPC embedded applications; interoperability; **compilers**; debuggers; software tools; code libraries; assembly language code; **memory** conventions; register conventions; tool vendors; PowerPC Embedded Application Binary Interface; embedded PowerPC applications; SVR4 desktop application binary interface; software interoperability; hardware stack pointer; general purpose register; Unix

Class Codes: C6115 (Programming support); C6150J (Operating systems); C6150N (Distributed systems software)

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25/5/36 (Item 9 from file: 2)

DIALOG(R)File 2:INSPEC

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5081615 INSPEC Abstract Number: C9512-6150C-001

Title: Nanocomputer Optimizing Target Compiler : the processor -independent core

Author(s): Hendtlass, T.

Journal: Forth Dimensions vol.17, no.3 p.20-31

Publication Date: Sept.-Oct. 1995 Country of Publication: USA

CODEN: FODMD5 ISSN: 0884-0822

Language: English Document Type: Journal Paper (JP)

Treatment: Practical (P)

Abstract: The Nanocomputer Optimizing Target Compiler is a **compiler** shell which has been written to assist programming modern nanocomputers, small single chip **processors** with integrated RAM, ROM, and I/O. New nanocomputers appear regularly, and a simple alternative to assembly

language can speed the **development** of applications. This shell provides a **processor** independent core and only needs to be matched with a **processor** specific library to provide a **compiler** that accepts Forth input and generates absolute **machine code**. The minimum **processor** specific library is derived from the minimal set of primitive words in eForth. In eForth, all other words are derived from these primitives; these same derivations can be used here. You can, of course, define other words as primitives, in the interests of speed, but it is not required that you do so. The **compiler** has been designed to support chips with different word lengths and different architectures; it only expects that the target **processor** executes a series of **instructions** taken from some type of ROM and has some RAM in which to keep variables and stacks. (0 Refs)

Subfile: C

Descriptors: FORTH; FORTH listings; optimising compilers ; software tools; storage management

Identifiers: Nanocomputer Optimizing Target Compiler ; processor-independent core; compiler shell; modern nanocomputer programming; small single chip processors ; integrated RAM; assembly language; processor independent core; processor specific library; Forth input; absolute machine code ; minimum processor specific library; primitive words; word lengths; target processor ; stacks

Class Codes: C6150C (Compilers, interpreters and other processors); C6115 (Programming support); C6140D (High level languages); C6120 (File organisation)

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25/5/37 (Item 10 from file: 2)

DIALOG(R)File 2:INSPEC

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03920598 INSPEC Abstract Number: C91048015

Title: Poor man's CASE (FDE, development environment for VMS)

Author(s): Weyel, D.

Journal: VAX Professional vol.13, no.2 p.24-7

Publication Date: April 1991 Country of Publication: USA

CODEN: VAXPEN ISSN: 8750-9628

Language: English Document Type: Journal Paper (JP)

Treatment: Practical (P)

Abstract: The FORTRAN Development Environment (FDE) is a small menu-driven utility. The FDE uses existing VMS facilities to increase programmer productivity on small to medium-sized programming projects. All routines are coded in DCL and use ASCII escape sequences for screen management. Global symbols in key command lines provide the flexibility to reconstruct a different development environment without leaving the main menu. The FDE employs the VMS Librarian as a source and object code organizer. A separate FDE command extracts text files from the default text library. Another command automatically replaces object modules in the object library if the source code compiled without errors. The Librarian also maintains a limited history of module changes. The FDE remembers which module you are working on, and whether you want to create a compiler listing. It will automatically compile and link with the /DEBUG option when requested. These memory features sharply reduce the time spent issuing repetitive, tedious commands. A VMS shell (i.e., spawn) is included, as is an option to switch editors. However, the FDE's raw simplicity is my favorite feature. I have called it the FORTRAN Development Environment, but you might call it the C, or MACRO, or COBOL Development Environment. (3 Refs)

Subfile: C

Descriptors: DEC computers ; job control language listings; programming environments; public domain software; utility programs

Identifiers: FORTRAN Development Environment; menu-driven utility; VMS facilities; VMS Librarian

Class Codes: C6115 (Programming support); C6150E (General utility programs)

25/5/38 (Item 11 from file: 2)
DIALOG(R)File 2:INSPEC
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03843783 INSPEC Abstract Number: C91022773
Title: The performance of linear algebra subprograms on the Siemens S series
Author(s): Schnepf, E.
Author Affiliation: Siemens AG, Munich, West Germany
Conference Title: CONPAR '90-VAPP 'IV. Joint International Conference on Vector and Parallel Processing. Proceedings p.559-68
Editor(s): Burkhart, H.
Publisher: Springer-Verlag, Berlin, Germany
Publication Date: 1990 Country of Publication: West Germany xi+900 pp.
ISBN: 3 540 53065 7
Conference Date: 10-13 Sept. 1990 Conference Location: Zurich, Switzerland
Language: English Document Type: Conference Paper (PA)
Treatment: Theoretical (T)
Abstract: The architecture of the Siemens S series vector **processors** is presented. The vector unit with its vector pipelines is described in detail. An outstanding feature of the Siemens vector **processors** is the ability to dynamically reconfigure the vector registers. This allows an optimal adaptation of a given application program to the VP hardware. The **compiler** performs a global vector register optimization to select suitable vector register configurations for all loops of a program and to reduce the number of loads/ **store** operations by combining loops. The optimal **use** of the vector registers and pipelines is supported by a powerful set of vector **"instructions"**, including combined arithmetical operations and complicated data access methods. The performance of linear algebra subprograms on the S series vector **processors** is explained for single loops, the matrix-vector multiplication and linear equation solvers. The performance that can be obtained on a specific S series model strongly depends on the selected algorithm. The pipeline **utilization** for several algorithms is described. These examples demonstrate how the autovectorizing **compiler** FORTRAN77/VP generates an **object code** that **utilizes** the pipelines of the Siemens vector **processors** in the best way. (7 Refs)
Subfile: C
Descriptors: linear algebra; parallel architectures; performance evaluation
Identifiers: performance; linear algebra subprograms; Siemens S series; vector **processors**; vector pipelines; optimal adaptation; single loops; matrix-vector multiplication; linear equation solvers
Class Codes: C5470 (Performance evaluation and testing); C4140 (Linear algebra)

25/5/39 (Item 12 from file: 2)
DIALOG(R)File 2:INSPEC
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03749762 INSPEC Abstract Number: C90067041
Title: A reconfigurable microprocessor teaching tool
Author(s): Diab, H.; Demashkieh, I.
Author Affiliation: Dept. of Electr. Eng., American Univ. of Beirut, New York, NY, USA
Journal: IEE Proceedings A (Physical Science, Measurement and Instrumentation, Management and Education) vol.137, no.5 p.287-92
Publication Date: Sept. 1990 Country of Publication: UK
CODEN: IPPRDI ISSN: 0143-702X
U.S. Copyright Clearance Center Code: 0143-702X/90/\$3.00+0.00
Language: English Document Type: Journal Paper (JP)
Treatment: Practical (P)
Abstract: The authors describe a reconfigurable **microprocessor** teaching tool (RMTT) package for **use** in a **microprocessor** systems course. It **uses** the Z80 CPU, or a user-defined 8-bit CPU that is similar to the

internal architecture of the Z80, as the basis for describing how an 8-bit CPU functions internally and as the master of a microcomputer system. The package, which consists of an assembler, a control unit emulator and a graphics simulator, is used as a powerful teaching tool that enables the student to learn about the internal architecture of a microprocessor, as applied to an 8-bit CPU and a user-defined instruction set with a step-by-step graphics animation of the instruction execution and timing. The package allows the user to execute a program step by step and to test the operation of the internal registers, buses and memory contents at every clock edge. This will help the student to understand exactly how the hardware works, for any user-defined instruction set, at the instruction cycle, machine cycle or clock cycle level. It also simulates read/write cycles from/ memory and input/output devices. It allows the user to write and debug programs at the assembly language or machine - code level. The low cost and high reliability of the package makes it particularly attractive to teaching establishments as an efficient teaching aid in the introductory course on microprocessor systems. The package is menu-driven, interactive, flexible and user-friendly. (12 Refs)

Subfile: C

Descriptors: computer aided instruction; computer science education; development systems; microcomputer applications; software packages; teaching; virtual machines

Identifiers: menu driven interactive package; CAI; reconfigurable microprocessor teaching tool; microprocessor systems course; Z80 CPU; control unit emulator; graphics simulator; internal architecture; user-defined instruction set; instruction execution; 8 bit

Class Codes: C0220 (Education and training); C7810C (Computer-aided instruction); C7430 (Computer engineering)

Numerical Indexing: word length 8.0E+00 bit

25/5/40 (Item 13 from file: 2)

DIALOG(R)File 2:INSPEC

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03623368 INSPEC Abstract Number: B90031270, C90034898

Title: Managing large software systems

Author(s): Johns, K.

Journal: Telesis vol.16, no.3 p.50-8

Publication Date: 1989 Country of Publication: Canada

CODEN: TLSSAO ISSN: Q040w2710

Language: English Document Type: Journal Paper (JP)

Treatment: Applications (A); Practical (P)

Abstract: Discusses the Product Development Environment (PDE), which provides an integrated set of design and tracking tools for the development and delivery of high-quality software. The PDE provides a set of computerised tools and databases to link various development activities and to give up-to-date product status reports. PDE provides software engineers at all BNR sites with a common set of tools, including: compilers to convert instructions written in a source language into machine code that can be read and acted upon by the DMS hardware; the Product Library System, which stores and manages the product's source files; and the Product Tracking System, which tracks the progress of individual features, the development and execution of test cases, and the resolution of internal and external problem reports. (0 Refs)

Subfile: B C

Descriptors: electronic switching systems; software tools; telecommunications computing

Identifiers: software systems management; design tools; ESS; Product Development Environment; tracking tools; computerised tools; databases; compilers; source language; machine code; DMS hardware; Product Library System; source files; Product Tracking System

Class Codes: B6230B (Electronic telephone exchanges); C6115 (Programming support); C7410F (Communications)

25/5/41 (Item 14 from file: 2)

DIALOG(R)File 2:INSPEC
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03347330 INSPEC Abstract Number: C89029460

Title: The language pyramid

Author(s): von Kaenel, P.A.

Author Affiliation: Dept. of Math. & Comput. Sci., Skidmore Coll., Saratoga Springs, NY, USA

Journal: Journal of Computing in Small Colleges vol.4, no.2 p. 211-19

Publication Date: Nov. 1988 Country of Publication: USA

Conference Title: Fourth Annual Eastern Small College Computing Conference

Conference Date: 21-22 Oct. 1988 Conference Location: USA

Language: English Document Type: Conference Paper (PA); Journal Paper (JP)

Treatment: Practical (P)

Abstract: A multilevel computer can be viewed as a sequence of virtual machines, each with a different machine language. At each level, programs are executed by interpreters running at a lower level or compiled into another language corresponding to a lower level. To provide a simple environment that is rich enough for multiple level work, the author has introduced a software simulator of a digital watch that is programmed at the microprogram level and includes random access memory for storing machine level instructions and data. The watch provides an ideal environment for studying multilevel machines. The design considerations and examples of the microprogram, machine, assembly, and operating system levels that run on the watch are presented. The watch's simplicity results in small, clean languages, ideally suited for class work. In addition, higher level, Pascal-like languages can be developed. Compilers for this level as well as assemblers must be written to produce machine language files that are used as input to the watch program. (2 Refs)

Subfile: C

Descriptors: computer aided instruction ; computer science education ; digital simulation; operating systems (computers); program assemblers ; program compilers ; program interpreters; programming languages; virtual machines

Identifiers: program compilation; language levels; compilers ; microprogramming; machine code ; assembly language; high level languages ; multilevel computer ; virtual machines; machine language; interpreters; software simulator; digital watch; random access memory ; machine level instructions ; design considerations; operating system; Pascal-like languages; assemblers

Class Codes: C7430 (Computer engineering); C6140 (Programming languages); C0220 (Education and training); C6150C (Compilers, interpreters and other processors); C6150J (Operating systems); C7810C (Computer-aided instruction)

25/5/42 (Item 15 from file: 2)

DIALOG(R)File 2:INSPEC

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02704138 INSPEC Abstract Number: C86038970

Title: A workstation for the development of iAPX186 based multiprocessor systems

Author(s): Albertengo, G.

Author Affiliation: Dipartimento di Elettronica, Politecnico di Torino, Italy

Conference Title: Mini and Microcomputers and their Applications: MIMI '84 Bari. Proceedings of the ISMM International Symposium p.114-17

Editor(s): Mastronardi, G.

Publisher: Acta Press, Anaheim, CA, USA

Publication Date: 1984 Country of Publication: USA 289 pp.

ISBN: 0 88986-058 0

Conference Date: 5-8 June 1984 Conference Location: Bari, Italy

Language: English Document Type: Conference Paper (PA)

Treatment: Practical (P)

Abstract: A versatile workstation for multiprocessor system development was built using a Digital Equipment Corporation (DEC) PDP11/03 minicomputer. The station monitors up to seven iAPX186 microprocessors by means of a simple interface circuit and of a supervisory program resident in the targets. The station control program offers some simple-to-use and powerful tools for microprocessor program development. One can load and verify the program in the target; stop and resume its execution; insert up to sixteen software breakpoints; read and modify all memory and peripheral existing locations and all CPU registers. Furthermore, running the program in the step-by-step mode, one can trace it. In the actual configuration, the station is connected to a DEC VAX11/780 via a 4800 baud serial line. On the mainframe a MACRO32 based cross-assembler performs source code assembly, and a linker generates the machine code for the target microprocessor. A communication utility performs file transfer between the station and the mainframe. (0 Refs)

Subfile: C

Descriptors: multiprocessing systems; workstations

Identifiers: workstation; iAPX186 based multiprocessor systems; Digital Equipment Corporation; PDP11/03 minicomputer; interface circuit; supervisory program; microprocessor program development; DEC VAX11/780; MACRO32 based cross-assembler; communication utility; file transfer

Class Codes: C5430 (Microcomputers); C5440 (Multiprocessor systems and techniques)

25/5/43 (Item 16 from file: 2)

DIALOG(R)File 2:INSPEC

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02660367 INSPEC Abstract Number: C86031465

Title: Converting SPICE to vector code

Author(s): Greer, B.

Author Affiliation: Floating Point Syst. Inc., Beaverton, OR, USA

Journal: VLSI Design . vgl.7, no.1. p.30-2.

Publication Date: Jan. 1986 Country of Publication: USA

CODEN: VDESDP ISSN: 0279-2834

Language: English Document Type: Journal Paper (JP)

Treatment: General, Review (G)

Abstract: In reformatting SPICE for execution on Floating Point Systems' scientific computers, the author's purpose was to convert the scalar code of the model evaluation routines into vector code. This procedure introduces DO loops, for which an optimizing FORTRAN compiler can generate efficient machine code. These DO loops do not process data one transistor at a time; instead, they evaluate a particular function for all the relevant transistors, before beginning the next function for all transistors. However, certain branches in the scalar code depend on the value of particular parameters associated with the device currently being evaluated. While these branches could be dealt with within a DO loop through the use of IF statements, IF statements within the loop impact efficiency. Therefore, a way had to be devised which would perform the equivalent of an IF statement for each device. A second problem arose from SPICE's linked-list approach for data storage, which results in an essentially random ordering of devices within memory. To get data about a particular device requires going through the complete linked lists for all of the devices preceding the device of interest. To resolve this dilemma, the data must be reordered such that the distance between tables is fixed, with all integer tables grouped together and all real tables grouped together. (0 Refs)

Subfile: C

Descriptors: circuit CAD; computational complexity

Identifiers: SPICE conversion to vector code; data reordering;

reformatting SPICE; Floating Point Systems' scientific computers; DO loops; optimizing FORTRAN compiler; IF statements; linked-list approach for data storage

Class Codes: C4240 (Programming and algorithm theory); C7410D (Electronic engineering)

25/5/44 (Item 17 from file: 2)

DIALOG(R)File 2:INSPEC

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02423849 INSPEC Abstract Number: C85020350

Title: A study of code generation for the language processor generator
MYLANG

Author(s): Ohba, E.; Yamanoue, T.; Anzai, H.

Author Affiliation: Kyushu Inst. of Technol., Tabata, Japan

Journal: Bulletin of the Kyushu Institute of Technology (Science and
Technology) no.48 p.47-55

Publication Date: March 1984 Country of Publication: Japan

CODEN: KKDKAN ISSN: 0453-0357

Language: Japanese Document Type: Journal Paper (JP)

Treatment: Theoretical (T)

Abstract: The authors present a study of code generation and its optimisation concerned with functional extension of the language processor generator MYLANG. Two topics are dealt with. One is a problem of register assignment to an arithmetic expression. The other is a problem of code generation from a labelled automaton which is constructed by the MYLANG system. For the optimal assignment of registers to a given arithmetic expression, the Sethi and Ullman's algorithm is used. This algorithm decreases load and store instructions and shortens the execution time of an object code transformed from the arithmetic expression. It is shown how to generate the object code from the labeled automaton. (9 Refs)

Subfile: C

Descriptors: program processors

Identifiers: code generation; language processor generator; MYLANG;
optimisation; register assignment; code generation; labelled automaton;
Sethi and Ullman's algorithm

Class Codes: C6150C (Compilers, interpreters and other processors)

25/5/45 (Item 18 from file: 2)

DIALOG(R)File 2:INSPEC

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02125809 INSPEC Abstract Number: C83039299 . . .

Title: Extensions to static scoping

Author(s): Cormack, G.V.

Author Affiliation: School of Computer Sci., McGill Univ., Montreal,
Que., Canada

Journal: SIGPLAN Notices vol.18, no.6 p.187-91

Publication Date: June 1983 Country of Publication: USA

CODEN: SINODQ ISSN: 0362-1340

U.S. Copyright Clearance Center Code: 0362-1340/83/006/0187\$00.75

Conference Title: Proceedings of the SIGPLAN '83 Symposium on Programming
Language Issues in Software Systems

Conference Sponsor: ACM

Conference Date: 27-29 June 1983 Conference Location: San Francisco,
CA, USA

Language: English Document Type: Conference Paper (PA); Journal Paper
(JP)

Treatment: Practical (P)

Abstract: Scope rules are presented as they appear in the language L, which is currently under development at McGill. These rules permit a programmer to specify explicitly the duration and visibility of all objects. Such specification can be used to declare variables or to create data structures which persist from one invocation of a block to the next. In addition, the data may be caused to persist from one run of the program to the next, obviating temporary files which are outside the scope and control of the programming language. The visibility of an object may also be specified to be larger than the block that contains its declaration. This facility allows the programmer to export some objects, yet keep

others private. Finally, a facility for call-site visibility is presented that provides some of the expressive power of dynamic scoping and macros without their inherent type insecurity. (8 Refs)

Subfile: C

Descriptors: high level languages

Identifiers: ALGOL; high level languages; static scoping; language L; visibility; objects; data structures; temporary files ; dynamic scoping; macros; type insecurity

Class Codes: C6140D (High level languages)

25/5/46 (Item 19 from file: 2)

DIALOG(R)File 2:INSPEC

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01908270 INSPEC Abstract Number: C82036202

Title: SDS: editor-monitor- assembler for Color Computer

Author(s): Puckett, D.

Journal: InfoWorld vol.4, no.1 p.30-2

Publication Date: 11 Jan. 1982 Country of Publication: USA

CODEN: INWODU ISSN: 0199-6649

Language: English Document Type: Journal Paper (JP)

Treatment: Applications (A)

Abstract: The Software Development System is a new programming tool for the Radio Shack Color Computer . It comes in a 'ROM-pack' that plugs into the side of the machine. The SDS package contains three distinct programs that make it easy to write short assembly-language programs: for typing an editor assembly - language source code into memory , an assembler that converts the mnemonic symbols of this source code into the actual machine code executed by the Color Computer 's 6809 microprocessor , and a monitor program called ABUG that oversees machine-language programs while they are running. (0 Refs)

Subfile: C

Descriptors: personal computing; program assemblers ; program debugging; text editing

Identifiers: Software Development System; Radio Shack Color Computer ; editor; assembler ; monitor program

Class Codes: C6150C (Compilers, interpreters and other processors); C6150G (Diagnostic, testing, debugging and evaluating systems); C7830 (Home computing).

25/5/47 (Item 20 from file: 2)

DIALOG(R)File 2:INSPEC

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01672058 INSPEC Abstract Number: C81015566

Title: An interactive simulator for the KIM-1 microcomputer

Author(s): Nagata, W.M.; Miller, D.S.

Author Affiliation: Pacific Northwest Bell, Seattle, WA, USA

Journal: Simulation vol.36, no.1 p.21-33

Publication Date: Jan. 1981 Country of Publication: USA

CODEN: SIMUA2 ISSN: 0037-5497

Language: English Document Type: Journal Paper (JP)

Treatment: Practical (P)

Abstract: The KIM-1 simulator is a development tool for the MOS Technology 6502 microprocessor and the KIM-1 microcomputer . It is written in the C programming language and runs under the UNIX operating system on a DEC PDP-11/60. The input to the simulator is object code produced by a cross- assembler . The simulator helps in debugging 6502 programs by providing the user with the ability to interactively load and display memory and registers, dynamically set and clear breakpoints, handle interrupts, and trace program execution . The simulator is user-oriented; it supplies prompts, English diagnostics, and instructions on usage. Its execution speed and core requirements allow truly interactive debugging. (18 Refs)

Subfile: C

Descriptors: interactive systems; **microcomputers**; program debugging; virtual machines

Identifiers: interactive simulator; KIM-1 **microcomputer**; development tool; MOS Technology 6502 **microprocessor**; C programming language; UNIX operating system; DEC PDP-11/60; debugging; **memory**; registers; breakpoints; interrupts; program **execution**

Class Codes: C5250 (Microcomputer techniques); C7430 (Computer engineering)

25/5/48 (Item 21 from file: 2)

DIALOG(R) File 2:INSPEC

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01224003 INSPEC Abstract Number: B78034813, C78019922

Title: **SPC-1 support software**

Journal: Telecommunications vol.27, no.1 p.77-80

Publication Date: June 1977 Country of Publication: India

CODEN: TCMSAX ISSN: 0497-1388

Language: English Document Type: Journal Paper (JP)

Treatment: Applications (A); Practical (P)

Abstract: SPC-1 programs are written in a Macro-Assembly language which uses symbolic instructions as well as macros. Support software, comprising of a **compiler - assembler** and a loader has been developed to convert the source program, written in the above language, into an object program for loading into the program **store** of the SPC-1 switching **processor**. To test the logic of the SPC-1 system software, in advance of the availability of the SPC-1 switching **processor**, an Interpretive Simulator has also been developed. At present the **Compiler - Assembler** Loader as well as the Simulator have been written in a version of Algol combined with **machine - code** language of Elliot 803B **Computer**, available at the Telecommunication Research Centre of the Indian Posts & Telegraphs Department. They will also be written in Fortran IV and PL-1 to make them machine-transportable. (0 Refs)

Subfile: B C

Descriptors: electronic switching systems; macros; simulation

Identifiers: SPC-1 support software; macros; interpretive simulator

Class Codes: B6230B (Electronic telephone exchanges); C3370C (Telephony); C7410F (Communications)

25/5/49 (Item 22 from file: 2)

DIALOG(R) File 2:INSPEC

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01060438 INSPEC Abstract Number: C77015850

Title: **A high level language for IMP-16**

Journal: Compute vol.2, no.8 p.6 pp.

Publication Date: Aug. 1976 Country of Publication: USA

ISSN: 0194-357X

Language: English Document Type: Journal Paper (JP)

Treatment: Practical (P)

Abstract: Discusses SM/PL (Smart or Simple Programming Language), a high level language for the IMP-16 **Microprocessor**. SM/PL requires 16K of read/write **memory**, and can be used with the IMP-16 Disc Operating System. It accepts source **statements generated** by using EDIT16 and will produce a listing of the assembly code **generated** or an object program. The **compiler** includes a number of features such as access to the IMP-16 machine facilities, linkage to assembly language routines and various **compiler control statements** for source listing, interlisting of assembly and **object code**, and symbol table dumps. A list of some of the language features is shown. (0 Refs)

Subfile: C

Descriptors: **microcomputers**; programming languages

Identifiers: high level language; IMP-16 **Microprocessor**; IMP-16 Disc Operating System; language features; 16K RAM requirement; SM/PL language

Class Codes: C5280 (Other digital techniques); C6140D (High level

languages)

25/5/50 (Item 23 from file: 2)

DIALOG(R)File 2:INSPEC

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00301503 INSPEC Abstract Number: C71019914

Title: CONFORM-a compiler for process control computer systems

Author(s): Arita, F.; Sudo, M.; Sekimoto, S.; Iharada, K.

Journal: Mitsubishi Denki Giho vol.45, no.2 p.213-20

Publication Date: Feb. 1971 Country of Publication: Japan

CODEN: MTDNAF ISSN: 0369-2302

Language: Japanese Document Type: Journal Paper (JP)

Treatment: New Developments, (N)

Abstract: CONFORM for the computer MELCOM-350/30 is a language designed for the ease of user programming in the industrial computer control. It is a FORTRAN extension for use in the process control, incorporating the functions such as bit-string operations, executive interface calls, process input/output calls, and external memory read/write operations. The extensions are made at a syntactical level rather than by simple attachment of subroutine calls, so that the compiler generates efficient object codes. Assembler instructions can be inserted at any position of CONFORM program. Problem oriented programming systems, such as fill-in-blank programming languages, are to be developed on this language as their basis. This article describes the design philosophy, outlines of language specification, and the organization of the compiler and object programs.

Subfile: C

Descriptors: control engineering applications of computers ; process control; program compilers

Identifiers: bit string operations; FORTRAN; process control; executive interface calls; process input/output calls; external memory read/write operations; syntactical level; compiler ; efficient object codes ; programming languages; design philosophy; language specification; organization; compiler and object programs

Class Codes: C6150C (Compilers, interpreters and other processors); C7420 (Control engineering)

25/5/51 (Item 1 from file: 94)

DIALOG(R)File 94:JICST-Eplus

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04681823 JICST ACCESSION NUMBER: 00A0888864 FILE SEGMENT: JICST-E

Cogeneration of an Embedded Microprocessor and Its Object Code to Minimize Memory Consumption.

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(1) Advanced Inst. Sci. and Technol., Nara

Joho Shori Gakkai Kenkyu Hokoku, 2000, VOL.2000, NO.74(ARC-139), PAGE.139-144, FIG.6, TBL.1, REF.12

JOURNAL NUMBER: Z0031BAO ISSN NO: 0919-6072

UNIVERSAL DECIMAL CLASSIFICATION: 681.32 681.3.068

LANGUAGE: Japanese COUNTRY OF PUBLICATION: Japan

DOCUMENT TYPE: Journal

ARTICLE TYPE: Original paper

MEDIA TYPE: Printed Publication

ABSTRACT: In this paper we present a sketch of PinkPanther, a cogenerator which generates application-specific microprocessor and its object code for embedded systems with limited memory capacity.

PinkPanther builds an instruction set automatically to reduce memory consumption. We also present preliminary evaluation of the code packing algorithm employed by PinkPanther. (author abst.)

DESCRIPTORS: computer architecture; compiler ; program generator; instruction set; microprocessor ; customizing; special purpose processor ; code generation; benchmark(computer); data compression; performance evaluation

BROADER DESCRIPTORS: **computer system**(architecture); method; **language processor**; system program; **computer program**; software; arithmetic **processor**; hardware; modification; data processing; information processing; treatment; evaluation
CLASSIFICATION CODE(S): JC020100; JD03040F

25/5/52 (Item 2 from file: 94)
DIALOG(R)File 94:JICST-EPlus
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04453752 JICST ACCESSION NUMBER: 00A0011252 FILE SEGMENT: JICST-E
VLSI Design and CAD Algorithms. A Memory Power Optimization Technique for Application Specific Embedded Systems.

ISHIHARA T (1); YASUURA H (1)

(1) Kyushu Univ., Kasuga-shi, Jpn

IEICE Trans Fundam Electron Commun Comput Sci(Inst Electron Inf Commun Eng), 1999, VOL.E82-A,NO.11, PAGE.2366-2374, FIG.14, TBL.4, REF.10

JOURNAL NUMBER: F0699CAT ISSN NO: 0916-8508

UNIVERSAL DECIMAL CLASSIFICATION: 681.325/.326.009.16 621.3.049.77
681.32.07

LANGUAGE: English COUNTRY OF PUBLICATION: Japan

DOCUMENT TYPE: Journal

ARTICLE TYPE: Original paper

MEDIA TYPE: Printed Publication

ABSTRACT: In this paper, a novel application specific power optimization technique utilizing small **instruction ROM** which is placed between an **instruction cache** or a main program **memory** and CPU core is proposed. Our optimization technique targets embedded systems which assume the following: (i) **instruction** memories are organized by two on-chip memories, a main program **memory** and a subprogram **memory**, (ii) these two memories can be independently powered-up or powered-down by a special **instruction** of a core **processor**, and (iii) a **compiler** optimizes an allocation of **object code** into these two memories so as to minimize average of read energy consumption. In many application programs, only a few basic blocks are frequently **executed**. Therefore, allocating these frequently **executed** basic blocks into low power subprogram **memory** leads significant energy reduction. Our experiments with actual ROM (Read Only **Memory**) modules **created** with 0.5.MU.m CMOS process technology, and MPEG2 codec program demonstrate significant energy reductions up to more than 50% at best case over the previous approach that **applies** only divided bit and word lines structure. (author abst.)

DESCRIPTORS: interposition; special purpose **processor**; ASIC; data reading; **cache memory**; ROM; consumed electric power; **compiler**; hardware design; software design; **computer system development**; optimization method; storage system; storage management

IDENTIFIERS: ASIP; **memory** access

BROADER DESCRIPTORS: insertion; hardware; integrated circuit; micro circuit; data processing; information processing; treatment; **memory** (**computer**); equipment; electric power; **language processor**; system program; **computer program**; software; design; **development**; method; management

CLASSIFICATION CODE(S): JC04030Y; NC03161C; JC02040V

25/5/53 (Item 3 from file: 94)
DIALOG(R)File 94:JICST-EPlus
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04453748 JICST ACCESSION NUMBER: 00A0011248 FILE SEGMENT: JICST-E
VLSI Design and CAD Algorithms. A Hardware/Software Cosynthesis System for Digital Signal Processor Cores.

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(1) Waseda Univ., Tokyo, Jpn

IEICE Trans Fundam Electron Commun Comput Sci(Inst Electron Inf Commun Eng), 1999, VOL.E82-A,NO.11, PAGE.2325-2337, FIG.6, TBL.8, REF.36

JOURNAL NUMBER: F0699CAT ISSN NO: 0916-8508

UNIVERSAL DECIMAL CLASSIFICATION: 681.3.02.001 681.325/.326.009.16

LANGUAGE: English COUNTRY OF PUBLICATION: Japan

DOCUMENT TYPE: Journal

ARTICLE TYPE: Original paper

MEDIA TYPE: Printed Publication

ABSTRACT: This paper proposes a hardware/software cosynthesis system for digital signal **processor** cores and a hardware/software partitioning algorithm which is one of the key issues for the system. The target **processor** has a VLIW-type core which can be composed of a **processor** kernel, multiple data **memory** buses (X-bus and Y-bus), hardware loop units, addressing units, and multiple functional units. The **processor** kernel includes five pipeline stages (RISC-type kernel) or three pipeline stages (DSP-type kernel). Given an application program written in the C language and a set of application data, the system synthesizes a **processor** core by selecting an appropriate kernel (RISC-type or DSP-type kernel) and required hardware units according to the application program/data and the hardware costs. The system also generates the **object code** for the application program and a software environment (**compiler** and simulator) for the **processor** core. The experimental results demonstrate that the system synthesizes **processor** cores effectively according to the features of an application program and the synthesized **processor** cores execute most application programs with the minimum number of clock cycles compared with several existing **processors**. (author abst.)

DESCRIPTORS: DSP(**processor**); hardware design; software design; concurrency; **computer** architecture; **computer** system development; RISC machine; C language; code generation; application program; particle size(ratio)

IDENTIFIERS: very long **instruction** word architecture

BROADER DESCRIPTORS: special purpose **processor**; hardware; microprocessor; arithmetic **processor**; design; property; **computer** system(architecture); method; development; digital **computer**; **computer**; high level language; programming language; formal language; language; **compiler**; language **processor**; system program; **computer** program; software; degree

CLASSIFICATION CODE(S): JD02010R; JC04030Y

25/5/54 (Item 4 from file: 94)

DIALOG(R)File 94:JICST-Eplus

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04010743 JICST ACCESSION NUMBER: 99A0411787 FILE SEGMENT: JICST-E

A Power Optimization Technique for Application Specific Memory Designs.

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(1) Kyushu Univ., Grad. Sch.

Denshi Joho Tsushin Gakkai Gijutsu Kenkyu Hokoku(IEIC Technical Report
(Institute of Electronics, Information and Communication Engineers),
1999, VOL.98,NO.626(ICD98 287-295), PAGE.1-8, FIG.13, TBL.4, REF.8

JOURNAL NUMBER: S0532BBG

UNIVERSAL DECIMAL CLASSIFICATION: 621.382.2/.3.049.77 681.326.32

LANGUAGE: Japanese COUNTRY OF PUBLICATION: Japan

DOCUMENT TYPE: Journal

ARTICLE TYPE: Original paper

MEDIA TYPE: Printed Publication

ABSTRACT: In this paper, a novel application specific power optimization technique utilizing well known microprogramming technique is proposed. Our proposed optimization technique targets systems which assume the following: (i) **instruction** **memory** is organized by two on-chip memories, a main program **memory** and a microprogram **memory**, (ii) these two memories can be independently powered-up or powered-down by a special **instruction** of a core **processor**, and (iii) a **compiler** can optimize an allocation of **object code** into these two memories so as to minimize average read energy consumption. In many application programs, only a few basic blocks are frequently **executed**. Therefore, packing these frequently **executed** basic blocks into low power

microprogram **memory** leads significant energy reduction. Our experiments with actual ROM(Read Only **Memory**) designs **created** with 0.5.MU.m CMOS process technology, and MPEG2 codec program demonstrate significant energy reductions up to more than 80% at beat case over the previous approach that **applies** only divided bit lines structure or divided word lines structure. (author abst.)

DESCRIPTORS: ROM; SRAM; consumed electric power; optimization method; turn around time(**computer**); microprogramming; programming system; LSI; **computer** architecture

IDENTIFIERS: micropogram; architerture

BROADER DESCRIPTORS: **memory** (**computer**); equipment; RAM; static **memory**; electric power; **computer** processing characteristic; **computer** characteristic; characteristic; time; **computer** programming; system; integrated circuit; micro circuit; **computer** system(architecture); method

CLASSIFICATION CODE(S): NC03162T; JD03060B

25/5/55 (Item 5 from file: 94)

DIALOG(R)File 94:JICST-Eplus

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02004055 JICST ACCESSION NUMBER: 94A0137329 FILE SEGMENT: JICST-E

Compiler Generation for Computer Architecture Evaluation.

TOMIYAMA HIROYUKI (1); AKABOSHI HIROKI (2); YASUURA HIROTO (2)

(1) Kyushu Univ., Faculty of Engineering; (2) Kyushu Univ.

Joho Shori Gakkai Kenkyu Hokoku, 1993, VOL.93,NO.111(ARC-103 DA-69), PAGE.143-150, FIG.4, TBL.7, REF.10

JOURNAL NUMBER: Z0031BAO ISSN NO: 0919-6072

UNIVERSAL DECIMAL CLASSIFICATION: 681.3.068 681.32

LANGUAGE: Japanese COUNTRY OF PUBLICATION: Japan

DOCUMENT TYPE: Journal

ARTICLE TYPE: Original paper

MEDIA TYPE: Printed Publication

ABSTRACT: Compiler generation from a **computer** architecture description in an HDL(Hardware Description Language) makes a designer evaluate his architecture easily. It also provides a software development environment. We are implementing a prototype of a compiler generator using the Tree Rewriting algorithm. The compiler generator produces a compiler for a designed architecture with various kinds of instructions. Experimental results show that compilers generated by the compiler generator generate near-optimal object code while there is room to improve the register allocation method. (author abst.)

DESCRIPTORS: compiler; **computer** architecture; program generator; rewriting rule; tree(graph); instruction set; code generation; memory allocation; schematic design; performance evaluation; prototyping(**computer**)

BROADER DESCRIPTORS: language processor; system program; **computer** program; software; **computer** system(architecture); method; rule; subgraph; graph; storage management; management; design; evaluation; **computer** system development; development

CLASSIFICATION CODE(S): JD03040F; JC020100

25/5/56 (Item 6 from file: 94)

DIALOG(R)File 94:JICST-Eplus

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00403949 JICST ACCESSION NUMBER: 87A0206083 FILE SEGMENT: JICST-E

The optimization of C-Prolog compiler .

KOBAYASHI SHIGERU (1); MATSUMOTO NORIYUKI (1); OCHIAI MASAO (1); HON'IDEN SHIN'ICHI (1)

(1) Toshiba Fuchukojyo

Joho Shori Gakkai Kenkyu Hokoku, 1987, VOL.87,NO.9(PL-10), PAGE.10.4.1-10.4.8, FIG.8, REF.4

JOURNAL NUMBER: Z0031BAO ISSN NO: 0919-6072

UNIVERSAL DECIMAL CLASSIFICATION: 681.3.068

LANGUAGE: Japanese

COUNTRY OF PUBLICATION: Japan

DOCUMENT TYPE: Journal

ARTICLE TYPE: Original paper

MEDIA TYPE: Printed Publication

ABSTRACT: We developed a C-Prolog **compiler** on G8050, a super-mini **computer**. This **compiler** works as a subsystem of the C-Prolog interpreter. It generates object programs on main **memory** from source files. It uses instruction set suggested by D.H. Warren as the base of intermediate code. To optimize the efficiency of the **object code**, we broke down and added new **instructions** to Warren's **instruction** set. Not only clause-local optimizations, we also examined inter-clause or inter-predicate wide optimizations such as delaying of saving argument registers or adopting global variables. (author abst.)

DESCRIPTORS: **compiler**; Prolog; software design; optimization; interpreter ; code generation; symbol processing; predicative logic

BROADER DESCRIPTORS: language processor ; system program; **computer** program; software; high level language; programming language; formal language; language; design; modification; information processing; treatment; logic

CLASSIFICATION CODE(S): JD03040F

25/57 (Item 1 from file: 95)

DIALOG(R)File 95:TEME-Technology & Management

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01012143 E96087142031

Code generation and optimization techniques for embedded digital signal processors

(Ueber Code-Generierung und Optimierungstechniken bei eingebetteten digitalen Signalprozessoren)

Liao, S; Devados, S; Keutzer, K; Tjiang, S; Wang, A; Aranjo, G; Sudarsanam, A; ua

MIT Cambridge, USA; Synopsis, Mountain View, USA; Princeton Univ., USA; u.a.

Hardware/Software Co-Design, Proc. of the NATO Adv. Study Inst., Tremezzo, I, Jun 19-30, 19951996

Document type: Conference paper Language: English

Record type: Abstract

ISBN: 0-7923-3882-0

ABSTRACT:

The authors have explored the programming language **compiler** requirements for embedded **processors**, and present several optimizations that are effective in producing high-performance and dense **object code**. The authors believe that final code of the highest possible quality is necessary because the embedded software will eventually become part of the chip and will be **produced** in large volumes. Achieving this code quality requires employing the entire suite of classical **compiler** optimization techniques, and also new techniques. In addition, it motivates lifting the typical $O(n)$ or $O(n \log n)$ limit on the running time of the algorithms to solve these optimization problems. In this chapter the authors have examined problems that arise from non-homogeneous **instruction** sets, irregular register structure, limited addressing modes, parallel **memory** access, and code compression. Other idiosyncrasies such as zero-overhead loop **instructions** will also need special treatment.

DESCRIPTORS: PROGRAM GENERATORS; AUTOMATIC PROGRAMMING; CHIPS-- SEMICONDUCTORS; COMPUTERISED SIGNAL PROCESSING; COMPILERS ; TRANSLATING PROGRAM; IMPROVEMENT

IDENTIFIERS: Code-Generator; Code-Optimierung

25/58 (Item 2 from file: 95)

DIALOG(R)File 95:TEME-Technology & Management

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00637940 E93013034020

A parallel incremental architecture for Prolog program execution
(Eine parallel inkrementelle Architektur fuer die Ausfuehrung von
Prolog-Programmen)

Gloria, Ade; Faraboschi, P; Guidetti, E

Univ. of Genoa, I

VLSI for Artificial Intelligence and Neural Networks, Proceedings of the
International Workshop, Oxford, GB, September 5-7, 19901991

Document type: Conference paper Language: English

Record type: Abstract

ISBN: 0-306-44029-6

ABSTRACT:

Logic programming is nowadays a subject of large attention, as many researchers believe that it can map AI problems into **machine code** more easily than traditional high-level languages. Besides, the demand of increasing computation power for symbolic processing and the availability of VLSI products with low fabrication cost is giving a strong impulse to the **development** of integrated circuits dedicated to the **execution** of symbolic languages, instead of the adaptation of general purpose **processors** as in recent past. SYMBOL represents an experiment in applying RISC design philosophy and compiling techniques derived from scientific computation to the exploitation of fine-grain parallelism in Prolog compiled programs. Gate-level simulations of a three- **processors** architecture realized with a 2 micron standard cell technology and operating at 30 MHz exhibits 600 KLips average performance on standard Prolog benchmarks and 1.2 MLips peak.

DESCRIPTORS: COMPUTERIZED SIMULATION; CIRCUIT SIMULATION; MODEL STUDY; PROGRAM FLOW; LOGIC PROGRAMMING; ARTIFICIAL INTELLIGENCE; GRAND SCALE INTEGRATION; CHIPS--SEMICONDUCTORS; REDUCED INSTRUCTION SET COMPUTER ; MICROELECTRONICS ; COMPUTER ARCHITECTURE ; COMMAND EXECUTION ; PERFORMANCE IMPROVEMENT; COMPILERS ; PIPELINE PROCESSING; PARALLEL PROGRAMMING; PARALLEL PROCESSING; IMPLEMENTATION ; ASSOCIATIVE MEMORIES; MEMORY MANAGEMENT; DATA STORAGE; COMMAND STRUCTURE; PROGRAMMING THEORY; COMPUTER PROGRAMMING

IDENTIFIERS: Prolog-Ausfuehrung; Systemarchitektur

25/5/59 (Item 3 from file: 95)

DIALOG(R)File 95:TEME-Technology & Management
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00563019 I92012114927

Dual-ALU CRISC architecture and its compiling technique
(Dual-ALU-CRISC-Architektur und seine Compiler -Technik)

Hong-Chich Chou; Chung-Ping Chung; Shyi-Chyi Cheng

Inst. of Comput. Sci. & Inf. Eng., Nat. Chiao Tung Univ., Hsinchu, Taiwan
Computers and Electrical Engineering, v17, n4, pp297-312, 1991

Document type: journal article Language: English

Record type: Abstract

ISSN: 0045-7906

ABSTRACT:

As semiconductor technology advances, more devices can be accommodated in a single VLSI chip. The feasibility of putting multifunctional units in a chip is then worth studying. Such an approach, however, will face software and hardware difficulties (and also tradeoffs). CRISC is a 32-bit single-chip VLSI **processor** architecture achieving high performance by means of RISC and multiple functional unit approaches. Dual-ALUs are used to execute instructions concurrently for fine-grained parallelism. Up to three instructions can be executed simultaneously by CRISC. Here, CRISC architecture design considerations and instruction cache scheme are investigated. Final microarchitecture and its incorporated software technique to produce object code for fine-grained parallel execution are described; its upper bound performance is estimated by an

architectural model. A preliminary evaluation of the CRISC is also conducted, showing most satisfying results.

DESCRIPTORS: PARALLEL PROCESSING; GRAND SCALE INTEGRATION; 32 BIT MICROPROCESSORS ; CHIPS--SEMICONDUCTORS; COMPUTER ARCHITECTURE; SEMICONDUCTOR TECHNOLOGY; COMPUTER PERFORMANCE; PROGRAM INSTRUCTION ; CIRCUIT DESIGN; CODE CONVERSION; COMPILERS ; MICROPROCESSORS ; REDUCED INSTRUCTION SET COMPUTER ; PARALLEL ARCHITECTURES
IDENTIFIERS: DUAL ALU; CRISC; COMPILEING; VLSI PROCESSOR ARCHITECTURE; MICROARCHITECTURE; SOFTWARE TECHNIQUE; PARALLEL EXECUTION ; Dual-ALU;
Compiler